

GREEN BAY

PACKERS

OFFENSIVE

PLAYBOOK

GREEN BAY PACKER - OFFENSIVE PHILOSOPHY

"The strength of the Pack is in the wolf and the strength of the wolf is in the Pack."

The above quote by Rudyard Kipling beautifully describes our football team ... it is only as strong as the players who comprise it, and each player is only as strong as the teammates who surround him.

The true effectiveness of the GREEN BAY PACKER offensive team will be measured by the number of points we put on the scoreboard. Therefore, our first and foremost principle of offense is to score. We must believe we can score from anywhere on the field. CONFIDENCE is the key.

Team confidence is developed by knowing that we are fundamentally sound in all phases of the running and passing game, and everyone is totally committed to our offensive philosophies.

You become fundamentally sound by knowing COMPLETELY WHAT is expected of you, WHY you must adhere to specific techniques and HOW you are to accomplish the desired results.

Assignments must be carried out enthusiastically and unselfishly in order for our offense to function as a team. Flawless pass protection and crisp blocking on running plays are a vital part of team effort. Second effort by every offensive player plays a big part in the success of all running and passing plays.

Gambling or "hunch" playing by individuals only leads to a breakdown of the team, causes fumbles or intercepted passes

and possibly a score by the defense. The success of our offense is based on each man carrying out his own assignment completely.

To be an outstanding offensive team, we must now set our GOALS, prepare a PLAN, then take ACTION on that plan toward achieving these goals. We will achieve these goals through desire, preparation and effort.

Remember that you don't just win on game day. You must prepare yourself to win on game day by excelling a little each day through your effort in practice. Good work habits and attitudes are necessary to make each day a winning effort.

Everyone may not have the ability to be All-Pro, but everyone has the same opportunity to work hard and be a team player who helps achieve the win. The desire to be a winner and a champion must come from within.

The bonuses of winning will come to us when we use this hard work and daily winning attitude together to build the offensive unit that will help make us champions.

PASSING GAME

OBJECTIVE

Strive to keep our opponents off balance with a passing attack which is intelligently conceived and fundamentally sound in all areas -- short, intermediate, long and play action.

PLAN

1. EVERY OFFENSIVE PLAYER must believe in our passing game and know that it is designed to take advantage of any coverage we face.
2. OUR OFFENSIVE LINEMEN must relentlessly protect the passer. By keeping your man off our quarterback, for a minimum of four seconds, we will complete most passes. Study the special abilities and tendencies of your opponent so you can anticipate his actions. Develop a good understanding of the passing game so you know what we are attempting to do with various passes. Know the type of pass called, and the depth of the drop by the quarterback.
3. OUR OFFENSIVE ENDS must explode off the line, make their release and run exact routes to be in the proper position to receive the pass. You should be aware of field distribution by all potential receivers on all patterns if we are to have an intelligent passing game. Catch the ball. After catching it, make every effort to score or advance as far as possible. If you can't catch the ball, prevent the opponent from intercepting it. If the ball is caught by your teammate, immediately become a blocker and help advance the ball.
4. OUR OFFENSIVE BACKS must know their responsibilities when protecting the passer for a minimum of four seconds, or running a route. A Back's toughest job is the ability to read dogging

linebackers and make adjustments on the move. This requires great concentration and desire. In addition, you must use good techniques when running pass routes to insure an excellent pattern and receiver distribution. Again, after the ball is thrown to another receiver, become a blocker.

5. ALL RECEIVERS, BACKS AND ENDS, who are involved in a pattern, are potential targets on every pass, thus you must possess a thorough knowledge of the defensive team's coverage philosophy and tendencies.
6. Awareness of the most vulnerable areas in all coverages is imperative if we are to exert pressure on the defense.
7. By proper use of various types of MOTION, MOVEMENTS, and varied SET FORMATIONS, we will force the defense into errors or predictable coverages, then use our basic disciplined pass system to take advantage of these errors or read the coverages by the QuarterBack and hit the open receiver.
8. A pass completion for a long gain or a touchdown is the culmination of all players carrying out their assignments to the fullest. Let's dedicate ourselves to improving our passing game.

RUNNING GAME

OBJECTIVE

To develop a successful running attack capable of dominating the game through ball control.

PLAN

1. THINK AGGRESSIVELY. In order to establish a successful running game, it's imperative that we CONTROL THE LINE OF SCRIMMAGE. To do this, we must develop outstanding team "take off" or explosion. Team "take off" is achieved through repetition, concentration, poise, and a burning desire to excel.
2. KNOW YOUR OFFENSE. Have a thorough knowledge of every play in our system, how it fits in our overall scheme, its POINT OF ATTACK and the proper HEAD PRIORITY for the hole number.
3. KNOW YOUR GAME PLAN. Study the game plan approach so you will be able to take advantage of an individual, a defense, or a strategy situation.
4. KNOW BASIC DEFENSES. It is very important that you know the basic run defenses used by every team on our schedule and the individual position responsibilities in that defense. You must know your opponent's team tendencies in addition to the individual tendencies.
5. KNOW YOUR OPPONENT THOROUGHLY. Anticipating what your opponent is going to do and the application of the proper technique is essential to the success of a correctly executed block. Study every opponent and know his position tendencies well. Design your own game plan as you get prepared for your new opponent.

6. KNOW YOUR ASSIGNMENTS. Our offensive linemen must know their assignments and adjustments to the defense and must use proper techniques to carry out these assignments. Block your assignment effectively by attacking your opponent with a savage aggressiveness. After your initial block, work to get down field to make a second block ahead of the ball carrier. Give a maximum effort for the entire duration of the play which is a minimum of four seconds.
7. Offensive Ends are as much a part of our running game as the backs and the linemen. You have a definite assignment on every play. Carry out your assignment, and make every effort to get a second block. Be a complete player - a blocker as well as a receiver. Long runs are a result of key blocks down field.
8. Our Offensive Backs must be able to block and fake as well as run. When blocking, you must use the proper technique and maximum effort to block your assignment for a minimum of four seconds. If you're the ball carrier, know the blocking at the point of attack. Run with maximum effort, don't get knocked out-of-bounds, protect the ball and make additional yards on your own.
9. A successful running play occurs when 11 men take off as a team, carry out their assignments and make second blocks down field until the whistle blows.
10. Through knowledge, preparation and repetition, we will confidently execute a very strong running attack. Let's take great pride in our running game.

CHAMPIONSHIP GOALS BY SITUATION

FIRST DOWN (1st & 10) -- 4 OR MORE YARDS - RUN OR PASS

Our goal in 1983 is to win on 1st and 10 55% of the time.

This is an area that we were very poor and to be a consistent, winning football team we must work extra hard in training camp in this area.

	<u>1982</u>	<u>RUN</u>	<u>PASS</u>
ATTEMPTS	333	175	148
WON	147	74	73
LOST	186	101	75
PERCENT	44	42	50

SECOND AND SHORT (2nd & 6-) -- GET AT LEAST HALF THE YARDAGE NEEDED.

We must do better in this situation -- we have every advantage.

Our goal will be 65%.

	<u>1982</u>
ATTEMPTS	66
WON	33
LOST	33
PERCENT	50

SECOND AND LONG (2nd & 6+) -- ENOUGH YARDAGE TO BE 3RD AND MEDIUM.

We are very close.

Our goal will be 45%.

	<u>1982</u>
ATTEMPTS	174
WON	75
LOST	99
PERCENT	43

THIRD (FOURTH AND 1) -- THIS IS AN AREA WE WANT TO BE GREAT.

It is an ATTITUDE situation. Our "ATTITUDE" must get better and we need improvement. This is the key play to keep a drive going -- we have the advantage. We did not do well.

Our goal will be 100%.

	<u>1982</u>
ATTEMPTS	16
WON	11
LOST	5
PERCENT	70

THIRD AND 2 -- This was an outstanding area for us. Let's keep it going.

Our goal is 80%.

	<u>1982</u>
ATTEMPTS	10
WON	10
LOST	0
PERCENT	100

CHAMPIONSHIP GOALS BY SITUATION (Cont'd)

THIRD AND MEDIUM (3rd & 3-5)

This is one of our poorest areas. We must work hard in this area. A majority of these will be against the NICKEL defense. Our goal is 65%.

	<u>1982</u>
ATTEMPTS	28
WON	9
LOST	19
PERCENT	32

THIRD AND LONG (3rd & 6+)

This is our toughest situation and we need big plays. Including 3rd and 11+, we did a very good job. This is almost always a NICKEL situation. Our goal is 40%.

	<u>1982</u>
ATTEMPTS	60
WON	22
LOST	38
PERCENT	37

THIRD AND 11+ (3rd & 11+)

We did a fine job in this area, way above expectations. Our goal is 25%

	<u>1982</u>
ATTEMPTS	36
WON	12
LOST	24
PERCENT	33

SCORING INSIDE THE +35 YARD LINE

We exceeded our goal in this area. We had a high rate of touchdowns which led to our leading the conference in scoring. Let's even do better.

Our goal is 75%.

	<u>1982</u>
ATTEMPTS	51
TOUCHDOWNS	30
FIELD GOALS	12
NO POINTS	9
PERCENT SCORING	82

SCORING INSIDE THE +20 YARD LINE -- Never be denied points when STARTI a 1ST & 10 inside the +20 yard line. Be 100% point productive. Let's strive for the TOUCHDOWNS and not be content with a field goal.

We were EXCELLENT in this area. Let's get in this area more often in 1983.

Our goal is 100%.

CHAMPIONSHIP GOALS BY SITUATION (Cont'd)

	<u>1982</u>
ATTEMPTS	38
TOUCHDOWNS	27
FIELD GOALS	8
NO POINTS	3
PERCENT SCORING	92

FIRST AND GOAL - INSIDE +5 (GET HALF THE YARDAGE NEEDED EACH DOWN.)

This again is an ATTITUDE situation. We must be more determined than ever in this area. We must be tough and aggressive. Don't be turned away when you're this close. Don't settle for the field goal or nothing. We were very poor.

Our goal is 100%.

	<u>1982</u>
ATTEMPTS	31
WON	14
LOST	17
PERCENT	45

SECOND AND LONG VS. 5¢ (2nd & 6+) -- These areas will be added for 1983

Our goal is 35%.

THIRD AND MEDIUM VS. 5¢ (3rd & 3-5)

Our goal is 35%.

THIRD AND LONG VS. 5¢ (3rd & 6+)

Our goal is 35%.

THIRD AND 11+ VS. 5¢ (3rd & 11+)

Our goal is 25%.

CHAMPIONSHIP OFFENSIVE GOALS FOR 1983 FOR A WINNING EFFORT, BY GAME

(67 PLAYS)

1. Win the Game.
2. Score 21 points.
3. Gain 375 yards (5.6 per play)
 - Rush 136 - 4.0 per rush (34 attempts)
 - Pass 240 - 7.2 per attempt (33 attempts)
4. At least two ten (10) play drives (control the game)..
5. At least one run over 20 yards (run or pass) or one run over 10 yards plus touchdown (run or pass).
6. A running back or receiver with a 100-yard day.
7. 58 percent of completions.
8. Allow no more than 2 sacks.
9. Do not lose more than 20 yards in sacks.
10. No more than one interception.
11. No dropped balls.
12. No lost fumbles.
13. No turnovers in our territory.
14. No more than two (2) penalties.
15. Score 100% of the time we have a 1st down inside the +20 yard line.
16. Score 75% of the time after we cross the +35 yard line.
17. 1st down efficiency (4 or more yards) - 60%
18. 2nd down and short efficiency (half the yardage) - 65%
 - 2nd down and long efficiency - 45%
 - (enough yardage to be 3rd-Med.)
19. 3rd down efficiency
 - a) 3rd (4th) and 1 - 100%
 - b) 3rd and 2 - 80%
 - c) 3rd and 3-5 - 65%
 - d) 3rd & long (6+) - 40%
 - e) 3rd and 11+ - 25%
20. Goal line efficiency (half the needed yardage).
 - 1st and goal (+5) - 100%

1983 GOALS - Continued

- 21. 2nd Down and Long Vs. 5¢ - 35%
- 22. 3rd and 3-5 Vs. 5¢ - 35%
- 23. 3rd and Long (6+) Vs. 5¢ - 35%
- 24. 3rd and 11+ Vs. 5¢ - 25%

1982 - MISSED ASSIGNMENTS

TOTAL - 33

Wide Receivers/Tight End - 9

Running Backs - 8

Line - 11

Quarterback - 5

13 Incompletions

1 Interception

6 Sacks (-39 Yards)

-8 Yards - 3 Runs

+51 Yards - 10 Plays

GOALS AND HOW TO ACCOMPLISH THEM DURING THE GAMES

The FIRST STAGE is the ability of our offense to win on FIRST DOWN. To win on first down, we must gain four (4) or more yards on any run or pass play called. When we do this, we put ourselves in another RUN or PASS situation which keeps the defense under greater pressure.

The SECOND STAGE is our ability to convert third and medium (3-5 yards) situations into first downs. We have the pressure on the defense in that we are in a RUN or PASS situation.

The THIRD STAGE is our ability to convert third (or fourth) and short yardage situations into first downs, and goal line situations into touchdowns. These are the most critical of all situations. We must win EVERY TIME. It is an ATTITUDE situation, control their side of the line of scrimmage.

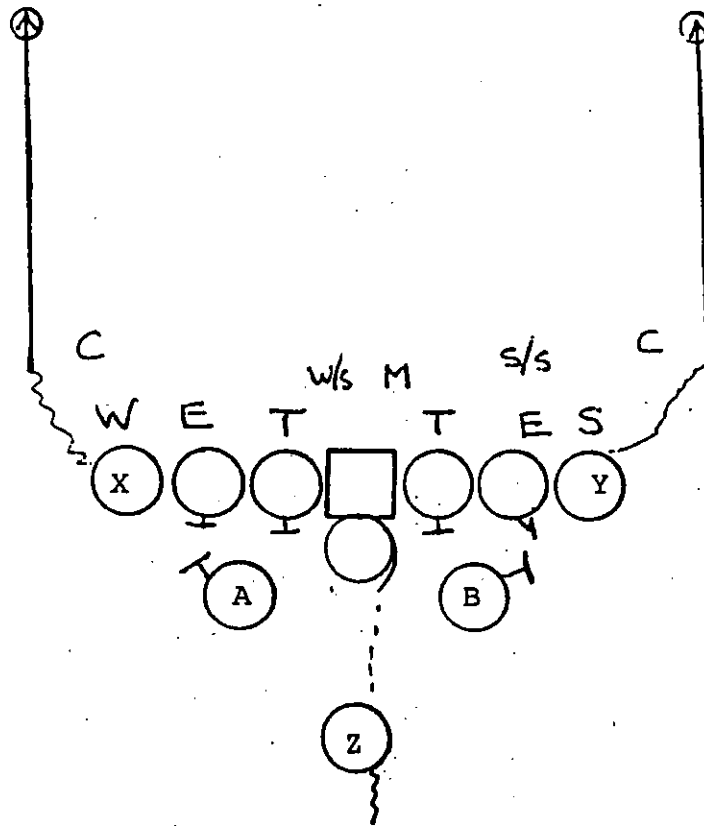
The FOURTH STAGE is the ability to convert third and long yardage situations into first downs. This is the toughest situation of all and the defense has the advantage. We must win here against the odds. Everyone think "BIG PLAY".

CONCLUSION

1. An old football adage says the most aggressive players are on defense. As a member of the GREEN BAY PACKER Offensive team, you will NEVER concede this. The word "offense" denotes aggressiveness, attack.
We will be physically tough, but more importantly, we will be mentally tougher than our opponents. In the final analysis this vital ingredient will win many games for us. When we have the football, you should be excited over the opportunity and challenge to aggressively score with it.
2. Just as inflation drives the cost of living up, competition escalates the price paid for winning. Many are not willing to pay that price. Desire is the most important aspect of winning. Every offensive player must have the pride and personal ambition to truly excel. You must "Pay the Price" with extra work, study and conditioning to be a winner.
3. Success comes only if you know exactly your assignment and have the solid confidence you have mastered the skills of your position to the degree that your individual talent has been placed as high as humanly possible to the true potential you possess as a football player.
4. You must be able to concentrate on your own assignment with great attention to detail and carry it out on every play. Mental errors result from a lack of concentration and a lax attitude during the week of preparation for any game. Such mistakes are inexcusable and will not be tolerated.
5. Concentration, self-pride, and team confidence are the best ways to combat any chance of mental error.

6. Mistakes, such as interceptions and fumbles, are part of the game. Keep them to a minimum. We must have the poise and confidence that we will come back and overcome any adversity.
7. Tough Yardage - Every yard is a tough yard, but SHORT YARDAGE and GOAL LINE situations are the toughest. We will not be denied in these cases.
8. The Big Play - In any game you can count the big plays on one hand. Since there is no advance notice as to when one will occur, you must be physically and mentally prepared to go all out on every play.
Unselfish, total commitment is a must if we are to produce more big plays.

KILL PLAY SCORE



1. May be used at end of game to score more points that may be needed as a TIE BREAKER to get into the playoffs.
2. 70 Protection
3. "Z" will throw pass after lateral from Quarterback.

TAKING A SAFETY

In a game-ending situation when we are ahead by a minimum of six, preferably ten points, we may choose to take a safety. The Punter or Quarterback should check with the bench for such instructions.

PROCEDURE

The man with the ball should retreat and expend as much time as possible before stepping out of the field of play or dropping to the ground. The following points are important:

1. Make sure you retreat into and thru the End Zone.
2. At all costs, do not take any risk of a fumble. Backs should protect the Quarterback or Punter. Be alert for a loose football.
3. Offensive Linemen - Remember a holding penalty will not hurt us in this situation. Take advantage of that fact.

- NOTE:
1. If we are kicking after a safety, we will use our PUNTER and the KICKOFF COVERAGE TEAM.
 2. If we are receiving, we will use our KICKOFF RETURN TEAM and PUNT RETURNERS.

RUNNING OUT THE CLOCK

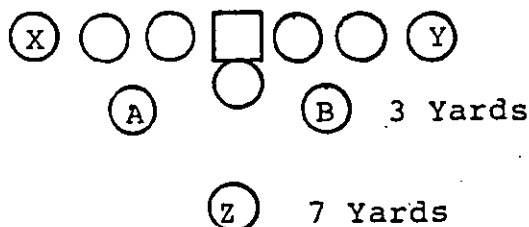
The call will be "KILL PLAY".

BACKS line up in "FULL" Formation - 3 yards deep.

"Z" line up in deep position (7 yards) behind the Quarterback.

"X" line up in TIGHT position.

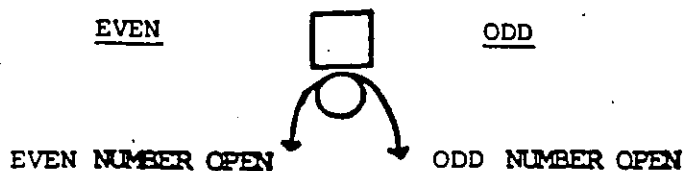
1. "Z" - Will be Safety in case of a fumble.
2. BACKS - Protect the Quarterback.
3. QUARTERBACK - Be sure of snap, step back AWAY from the line of scrimmage and drop to the ground in the fetal position covering the ball. NEVER MAKE A HANDOFF IN THIS SITUATION.



BALL HANDLING

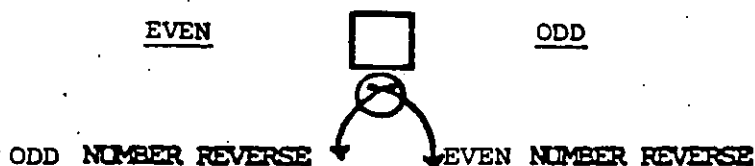
OPEN PIVOT

THE INITIAL TURN OF THE QUARTERBACK WILL BE TOWARD THE HOLE NUMBER.



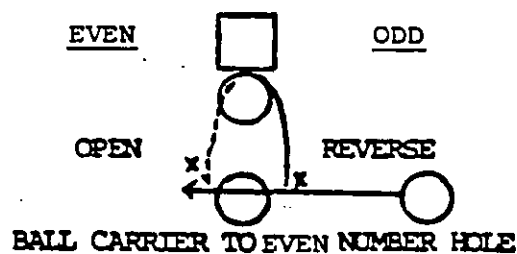
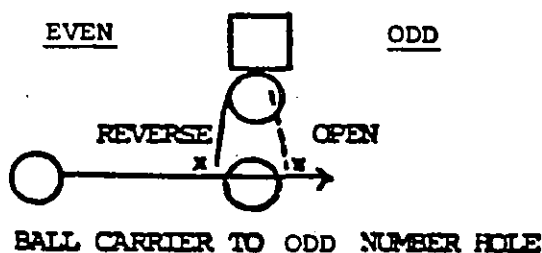
REVERSE PIVOT

THE INITIAL TURN OF THE QUARTERBACK WILL BE AWAY FROM THE HOLE NUMBER.



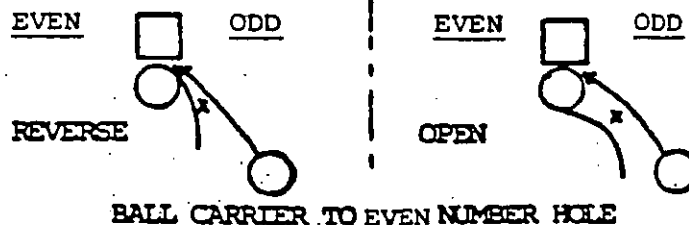
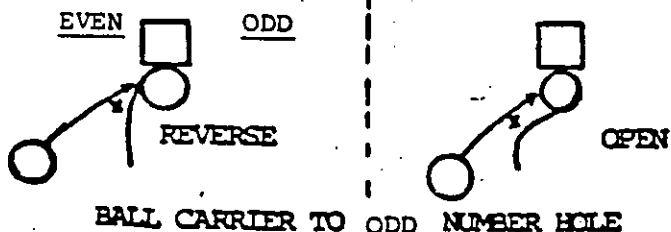
OVER HANDOFF

THE QUARTERBACK WILL BE BETWEEN THE BALL CARRIER AND THE LINE OF SCRIMPAGE WHEN THE BALL IS EXCHANGED.



UNDER HANDOFF

THE BALL CARRIER WILL BE BETWEEN THE QUARTERBACK AND THE LINE OF SCRIMPAGE WHEN THE BALL IS EXCHANGED.



TWO MINUTES

The most important part of a game is the last two minutes in either half. Many games are won or lost during this crucial time.

We will work diligently, offensively and defensively until we can execute, without confusion, with precision and poise to come from behind and win if necessary or preserve victory if ahead.

It is imperative for all players to know when time is out and whether the clock starts with the snap or with the referee's signal (the most important to know). However, every player on our team must fully understand the rules which govern play during this time.

DURING THE LAST TWO MINUTES

1. More than three (3) time outs are NOT allowed except for designated (by Captain & Coach) injured player who must be removed. The Fourth such time out is not penalized. The Fifth or more is penalized FIVE (5) yards.
2. In the above cases of time outs for injury, if the team is behind or the score is tied, the time is in with the Referee's ready signal, but play cannot start until TEN (10) seconds have run off on the clock. (Umpire signals Quarterback when play can start.) Fouls by the offense during this ten (10) second period will not stop the clock during enforcement. Fouls by the defense will be as usual. Either half can end during this ten (10) second period.

THE CLOCK - DURING THE LAST TWO MINUTES

<u>Clock Starts on Snap</u>	<u>Clock Starts on Referee's Signal</u>
1. After two minute warning.	1. Following equipment repair
2. Out-of-bounds	*2. Time-outs (over legal three (3) cost: 10 seconds)
3. Incomplete pass	*3. Quarterback tackled attempting to pass
4. Called time-out	4. Measurement for first down
5. <u>Defensive</u> foul	*5. Offensive foul
6. <u>Touchback</u>	6. Excessive delay not caused by either team (crowd noise)
7. Change of possession	

*Change from normal game situation.

TWO MINUTE GENERAL RULES AND GUIDES

1. When AHEAD in a ball game, make every effort to keep the CLOCK RUNNING and when BEHIND, make every effort to STOP THE CLOCK. When behind, the need for either a field goal or a touchdown may be played differently.
2. Know when time is IN. Have play called and ready to have ball snapped if we are behind. Use as much time as you can if we are ahead.
3. Do not wait for the defensive team to get ready. Everyone be ready, in your stance, so the Quarterback can start the cadence when the referee signals to start play. The referee will not let the defensive team stall.
4. Get out-of-bounds when wanting to stop the clock.
5. The use of time outs is very critical. We must be flexible because the score and down and distance will dictate the changes in our thinking. The Quarterback and Captains must maintain constant contact with the bench. The following is a general rule of thumb for the use of time outs:
 - a. Approximately ten to twenty seconds prior to the two minute warning, we may want to get in an extra play by calling a time out. The Quarterback should check with the bench for such instructions.
 - b. Do not call a time out when the clock is stopped unless instructed to do so.
 - c. Do not call a time out when you have a second play called unless you feel that too much time will be lost in getting the second play off.
 - d. Do not call a time out with more than one minute remaining unless you have all three time outs left.
 - e. Call a time out prior to any fourth down play if there is any doubt or confusion.
 - f. Call a time out in the final 60 seconds when you have all three time outs left and the clock is running.
 - g. Call a time out in the final 60 seconds when you have two time outs left, the clock is running, and you do not have a second play called.
 - h. Call a time out in the final 60 seconds when you have one time out left, the clock is running and you have two plays called, and you cannot run a play quickly enough to stop the clock before time runs out.
 - i. Call a time out in the final 60 seconds when you have one time out left, the clock is running, and you feel that too much time will be lost in getting the next play off.

- j. Quarterback - If LESS THAN THIRTY SECONDS to go and we are ahead and using up time, let the clock run out without running a play. If we are BEHIND and have NO time outs left, and it is first, second or third down, STOP the clock by overthrowing a "71" out-of-bounds. The final play can be called without the time expiring.

CLUTCH -- is a method of putting ball into play without the use of a huddle, usually during the last two (2) minutes of the half or end of a game. The Quarterback will control the use of CLUTCH formation selected for that particular game. The Quarterback will audible all plays at the line of scrimmage. The offense must display maximum hustle and poise.

I. CLUTCH PROCEDURE:

- A. Without huddling, Quarterback calls out "CLUTCH RIGHT (LEFT)" to indicate direction he wants formation.
- B. Normally, formations will always be flanked to wide side of field. "X" and "Z" will stay on same side, moving on and off line of scrimmage. "Y" or "Slot" always lines up to the side Quarterback calls.
- C. Quarterback calls audible play numbers, run or pass.
- D. Linemen line up in 3-point stance, Backs line up in 2-point stance.
- E. Ball will be snapped on "SET".
- F. When clock has been stopped, Quarterback can change from "Clutch" formations to any formation he selects.

C.P. -- Quarterback can alert team in huddle that he will go back to "CLUTCH" after play he has called is completed.

II. CLUTCH SIGNAL SYSTEM: (Snap count is always "SET")

- A. Run Play
 - 1. Quarterback will call formation direction twice.
 - 2. Quarterback will call run audible twice.
 - 3. Quarterback will call defensive alignment.
 - 4. Snap Count - SET.

EXAMPLE: "CLUTCH RIGHT"... "CLUTCH RIGHT" (Pause) "49...49"
(Pause) "4-3 RIGHT"... "SET".

- B. Pass Play
 - 1. Quarterback will call formation direction twice.
 - 2. Quarterback will call pass pattern audible twice.
 - 3. Quarterback will call defensive alignment.
 - 4. Snap Count - SET.

EXAMPLE: "CLUTCH LEFT"... "CLUTCH LEFT" (Pause) "73...73" (Pause)
"3-4 LEFT"... "SET"

III. "2 PLAY" PROCEDURE:

- A. Quarterback will call two (2) plays in the huddle.
- B. If first play is a run or a COMPLETED pass, line up and run second play called.
- C. If first play is incomplete pass, huddle again for "2 Play" call or listen for "CLUTCH" call at line.
- D. If second play is a completed pass, alert for "CLUTCH" call at line.
- E. If second play is an incomplete pass, huddle again for "2 Play" call or listen for "CLUTCH" call at line.
- F. Snap count is "SET".

IV. "2 PLAY" CALLING SYSTEM:

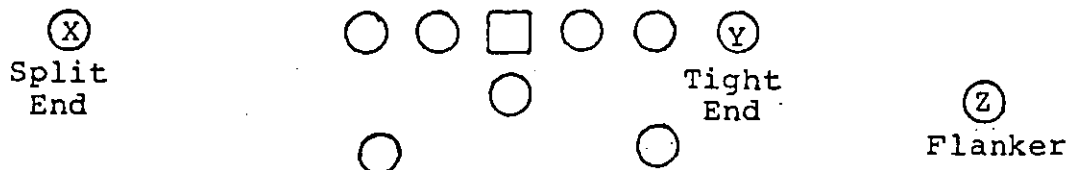
A. QUARTERBACK CALLS:

1. "2 Plays"
2. "First Play" - Formation and Call
3. "Second Play" - Formation and Call
4. Snap Count

EXAMPLE: "2 PLAYS" -- "First Play"... "FULL RIGHT"... "49 SWEEP"
"Second Play"... "FULL LEFT"... "76 FLAT -
Y CORNER"
"BOTH ON SET". "READY...BREAK"

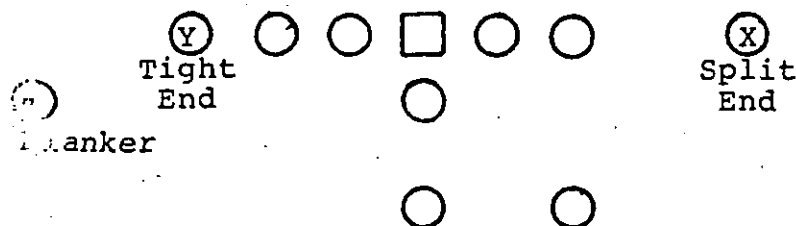
BASIC INFORMATION

- I. The GREEN BAY PACKERS use as their basic alignments a "3-END" offense.
- The three Ends are the TWO OUTSIDE ENDS set wide on either side of the formation and the TIGHT END.
 - EXAMPLE of a "3-END" offense.

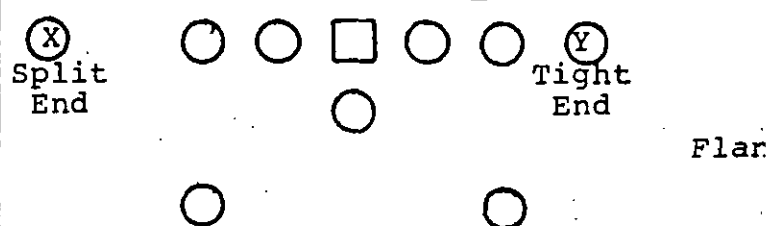


- The TIGHT END (Y) may line up on either side of the formation. He may line up on the Right Side or the Left Side.
- The FLANKER (Z) will always line up on the same side as the TIGHT END (Y). (Exceptions will be covered later.)
- The SPLIT END (X) will always line up on the side opposite of the TIGHT END (Y) and FLANKER (Z).

LEFT FORMATION



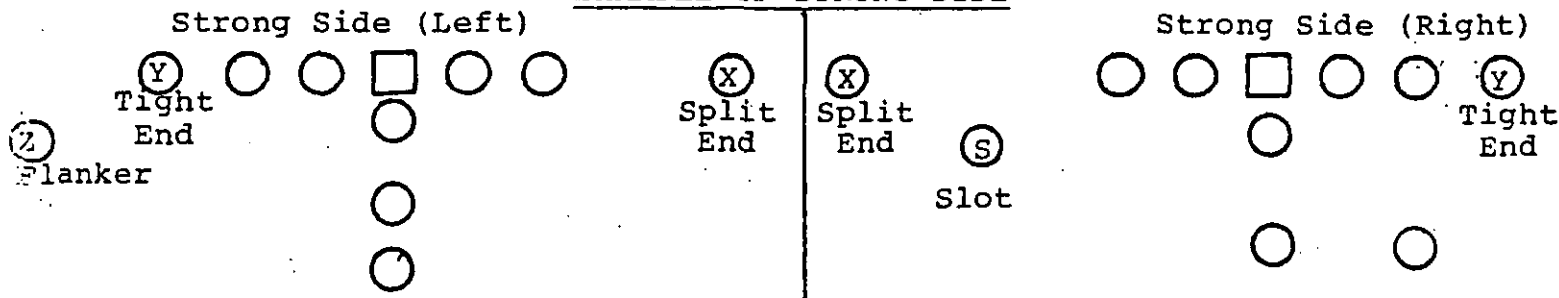
RIGHT FORMATION



II. STRONG SIDE DESIGNATION:

- The Strong Side of our formation is designated as the side of the TIGHT END (Y). (The strength or direction of strength will be called to the side of the TIGHT END (Y) - Right & Left.)
- The Strong Side is the side away from the SPLIT END (X).

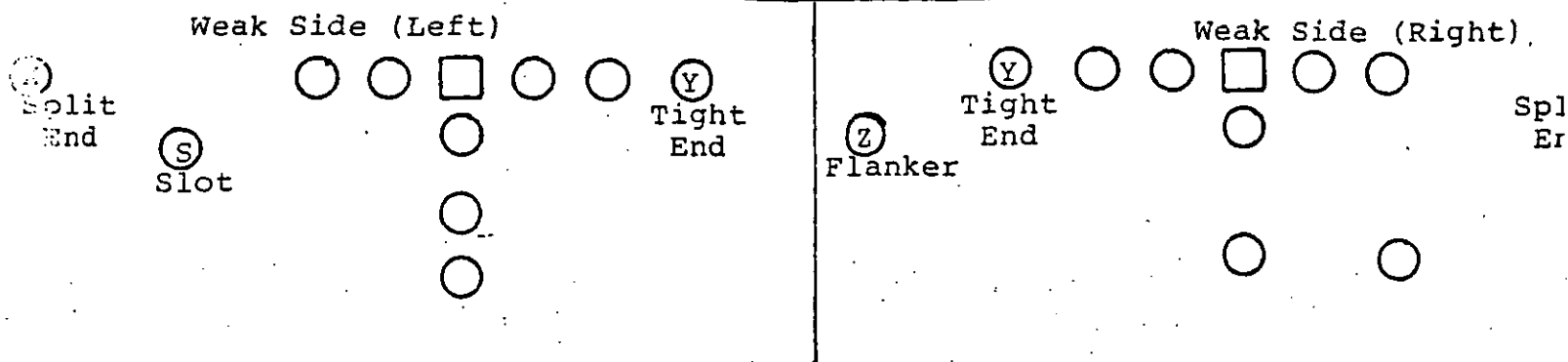
EXAMPLE OF STRONG SIDE



III. WEAK SIDE DESIGNATION:

- The Weak Side is the side of the SPLIT END (X).

EXAMPLE OF WEAK SIDE



IV. OFFENSIVE NOMENCLATURE

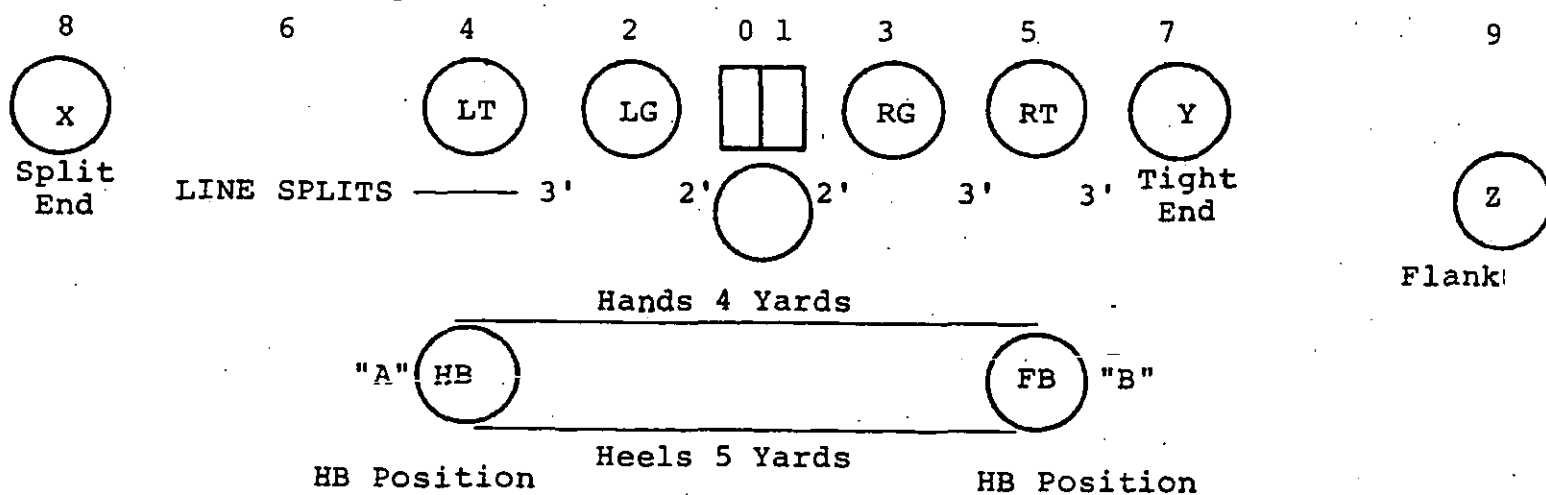
- A. Hole Numbering - ODD numbers to the RIGHT
EVEN numbers to the LEFT
- B. Line Splits - between Center and Guards - 2 feet
 - between Guards and Tackles - 3 feet
 - between Tackles and Tight End - 3 feet
- C. Backfield Depths - Halfback and Fullback - Hands at 4 yards -
 heels at 5 yards.
 - Tailback in "I" Formation - heels at 7 yards.

RIGHT FORMATION

WEAKSIDE

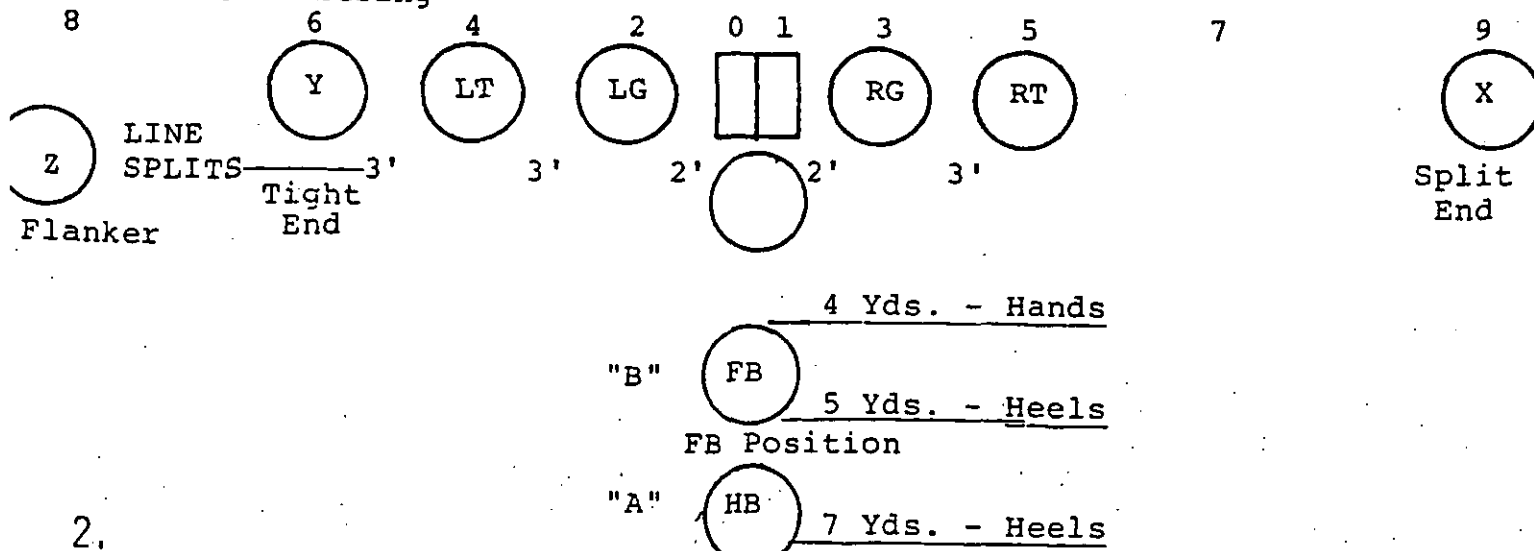
STRONGSIDE

Hole Numbering



LEFT FORMATION

Hole Numbering

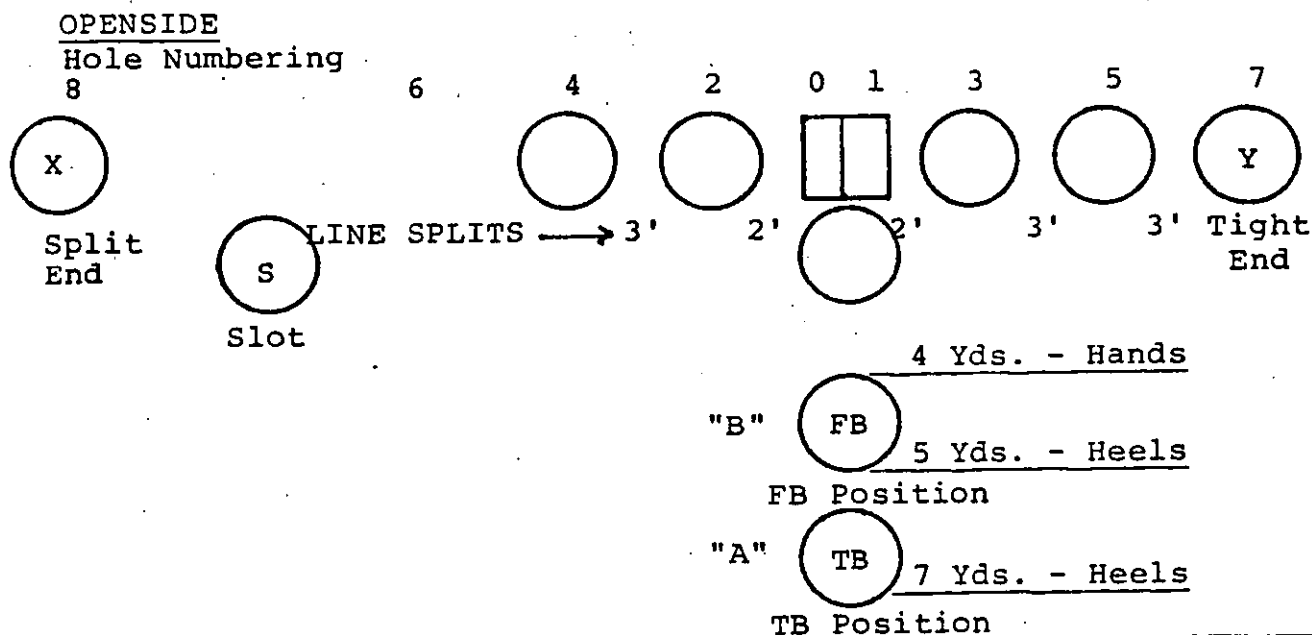


OFFENSIVE NOMENCLATURE - (Continued)

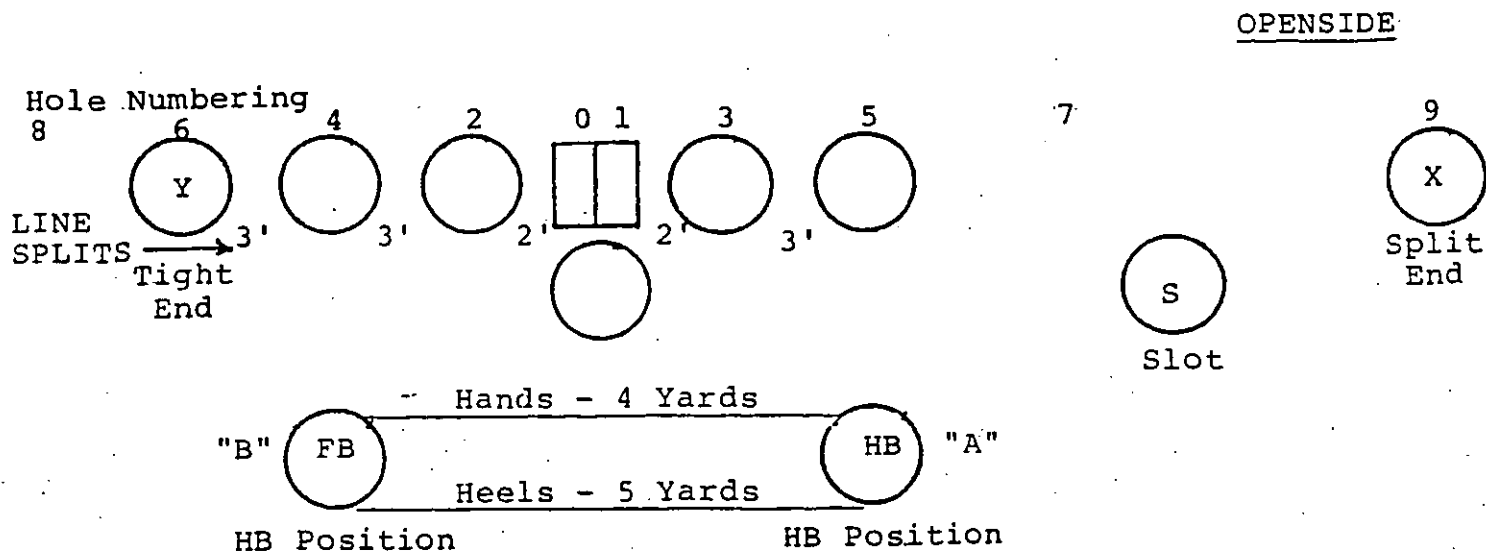
STRONGSIDE/WEAKSIDE DESIGNATION OF SLOT FORMATION

- A. Running Game: 1. Strongside is the TIGHT END (Y) side of the formation.
2. Weakside (Openside) is the side of the two Wide Receivers SLOT (S) and SPLIT END (X).
- B. Passing Game: 1. Openside is the side of the two Wide Receivers SLOT (S) and SPLIT END (X).
2. Strongside is the side of the TIGHT END (Y).
- * NOTE: Coverages will be called as the strongside to the two receiver side.

RIGHT SLOT FORMATION



LEFT SLOT FORMATION



V. CALLING FORMATIONS

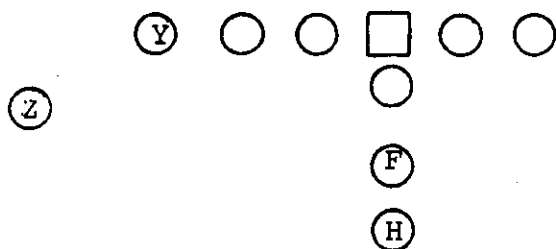
We call our formations by the location of our OFFENSIVE BACKS.

A) "I" B) FULL C) FAR D) NEAR

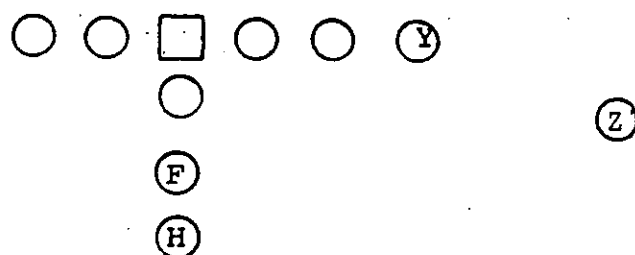
A. "I" - When the FULLBACK is lined up behind the Quarterback in a 3-point stance (in the Fullback position), the HALFBACK (in the Tailback position) is two yards behind the FULLBACK in a 2-point stance.

EXAMPLES

(STRONGSIDE) "I" LEFT



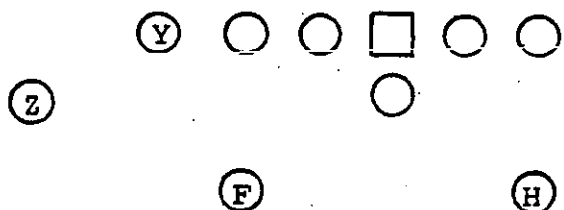
"I" RIGHT (STRONGSIDE)



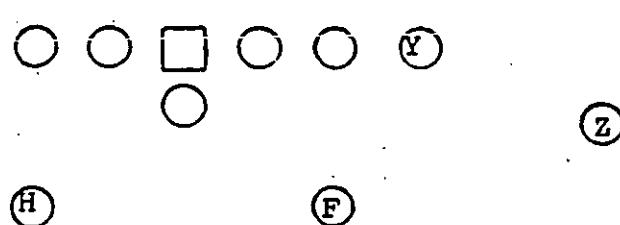
B. "FULL" - When the FULLBACK is lined up (in a Halfback position) to the strongside of the formation behind the STRONGSIDE Tackle. The HALFBACK is lined up behind the WEAKSIDE Tackle (in a Halfback position).

EXAMPLES

(STRONGSIDE) FULL LEFT



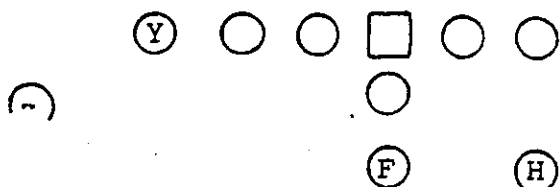
FULL RIGHT (STRONGSIDE)



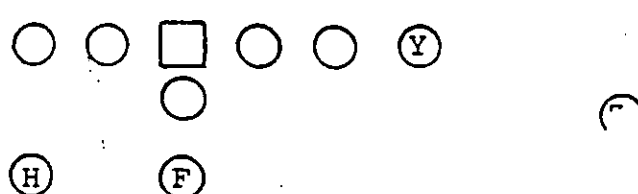
C. "FAR" - When the Backs are lined up "FAR" from the strongside of the formation (Tight End side), the FULLBACK is behind the Quarterback (in a Fullback position) and the HALFBACK is behind the WEAKSIDE Tackle (in a Halfback position).

EXAMPLES

(STRONGSIDE) FAR LEFT



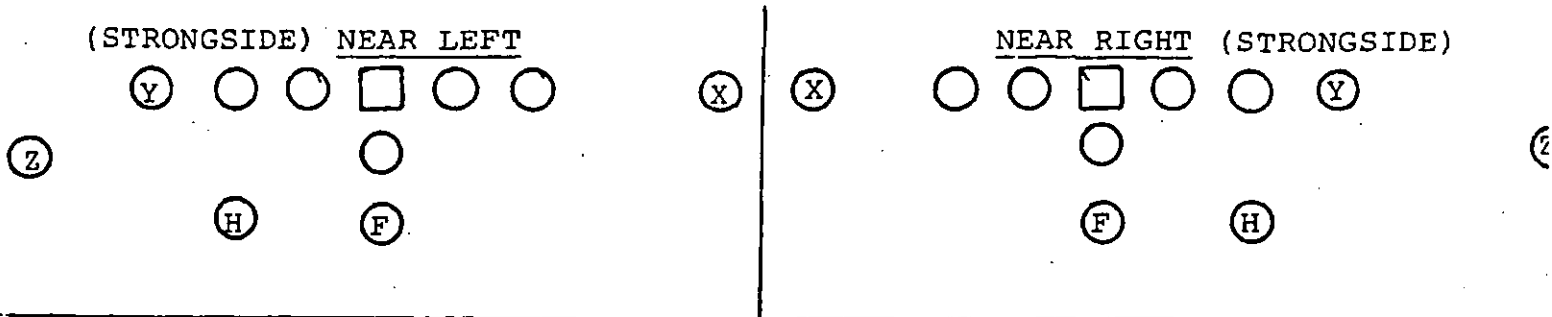
FAR RIGHT (STRONGSIDE)



V. CALLING FORMATIONS - (Continued)

- D. "NEAR" - When the Backs are lined up "NEAR" to the strongside (Tight End Side), the FULLBACK is behind the Quarterback (in the Fullback position) and the HALFBACK is behind the strongside Tackle (in a Halfback position).

EXAMPLES



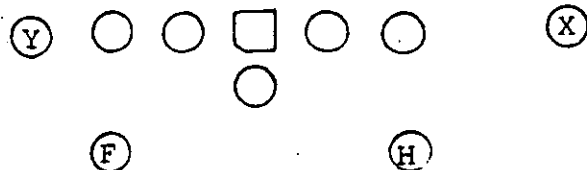
SEQUENCE OF FORMATION CALLING

- 1) "SHIFT / TIGHT / FLANK / OPEN / OUT / GREEN / GOLD"
- 2) FLANKER OR TIGHT END MOVEMENT ("ZOOM / MOVE" ETC)
- 3) BACKFIELD ALIGNMENT ("I / FAR / FULL / HALF / NEAR / BLUE / ACE / ORANGE")
- 4) DIRECTION OF STRENGTH ("RIGHT/LEFT") EX: "FAR LEFT" - "BLUE RIGHT"
- 5) "DOUBLE / TRIPLE"
- 6) "SLOT" ("FAR RIGHT SLOT")
- 7) BACK MOVEMENT ("STREAK / PEEL")

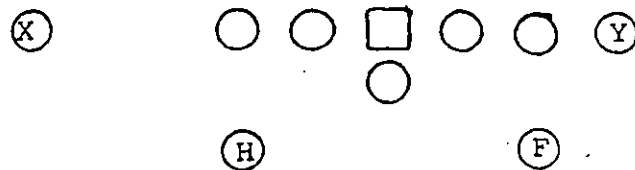
EXAMPLES:

- 1) TIGHT/FLANK - FAR RIGHT; SHIFT - "I" LEFT; GREEN FULL RIGHT
- 2) MOVE/OR ZOOM - FULL LEFT
- 3) "I" LEFT; BLUE RIGHT; ACE LEFT
- 4 & 5) FAR RIGHT - DOUBLE; FULL LEFT - TRIPLE
- 6) "I" LEFT SLOT - ("I" LEFT ZOOM SLOT); FULL RIGHT - TRIPLE SLOT
FAR RIGHT - GREEN SLOT
- 7) FAR RIGHT SLOT - "A" STREAK; "I" LEFT - "B" PEEL

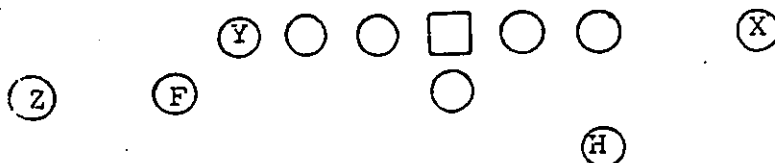
EXAMPLES -- CALLING FORMATIONS "FULL"



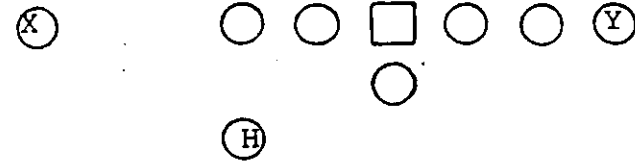
"FULL" LEFT



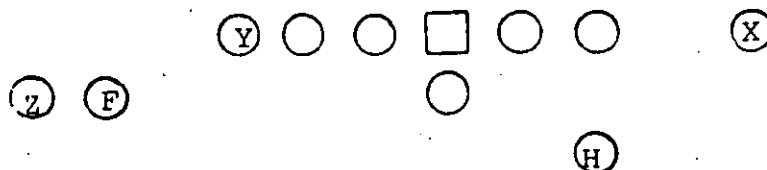
"FULL" RIGHT



"FULL" LEFT TRIPLE

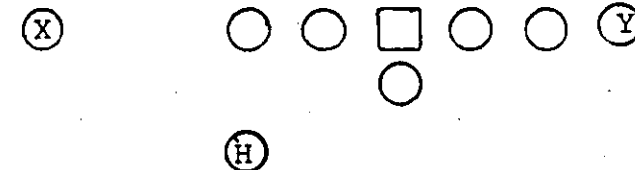


"FULL" RIGHT TRIPLE

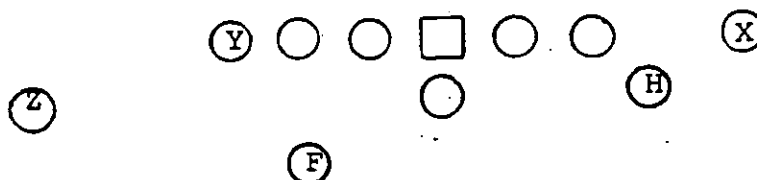


"FULL" LEFT TRIPLE

(BY PLAY OR GAME PLAN)

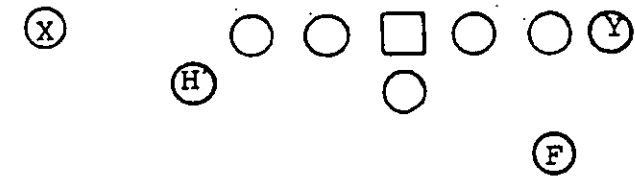


"FULL" RIGHT TRIPLE

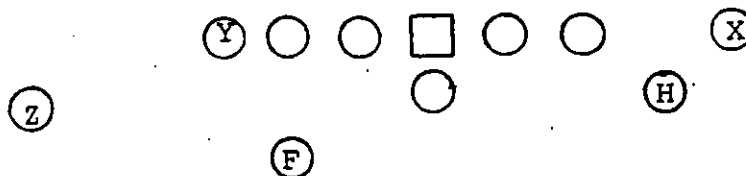


"FULL" LEFT DOUBLE

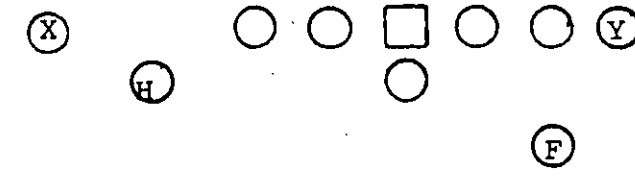
(BY PLAY OR GAME PLAN)



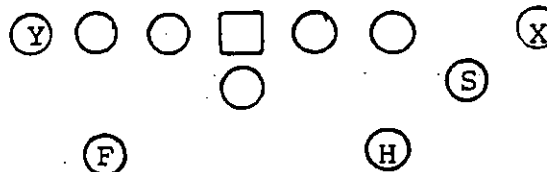
"FULL" RIGHT DOUBLE



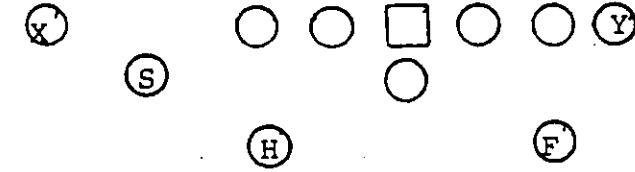
"FULL" LEFT DOUBLE



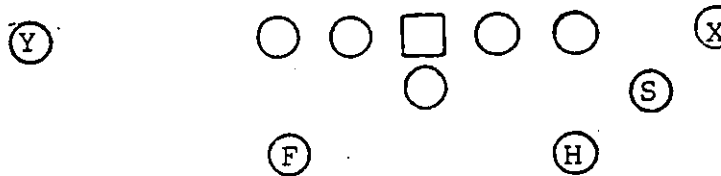
"FULL" RIGHT DOUBLE



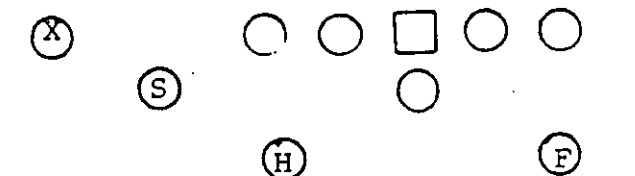
"FULL" LEFT SLOT



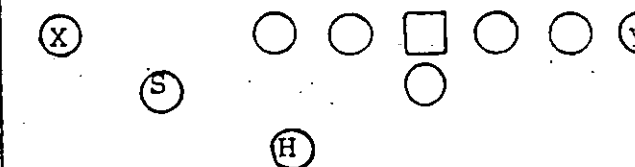
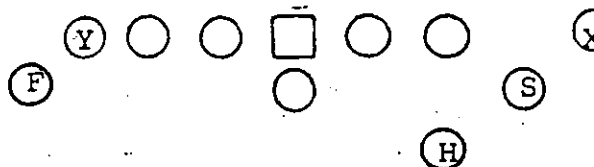
"FULL" RIGHT SLOT



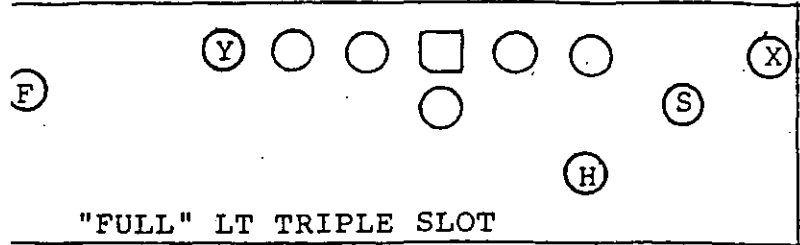
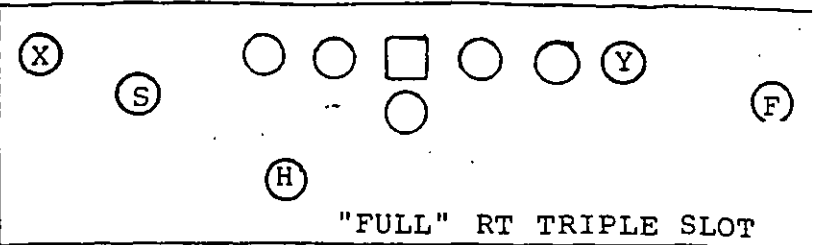
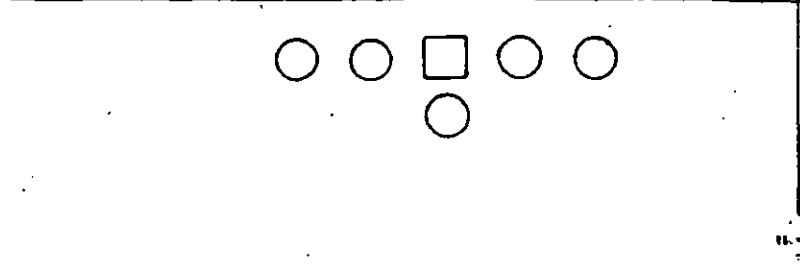
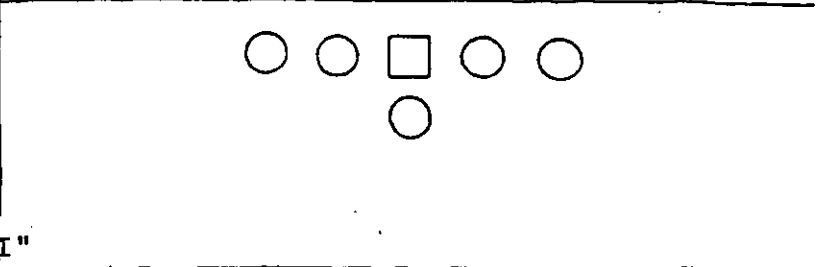
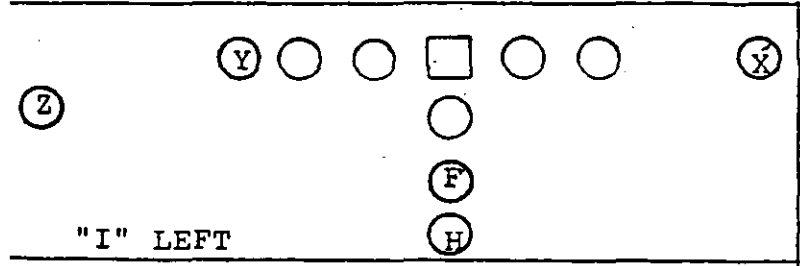
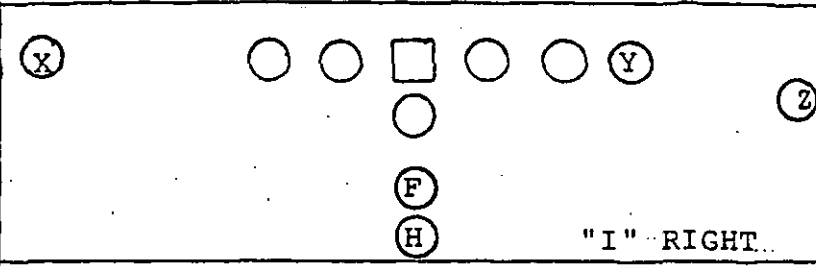
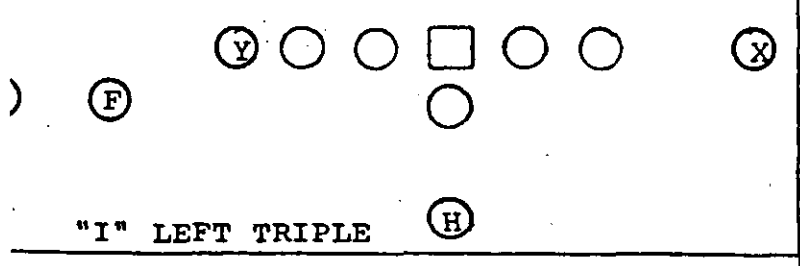
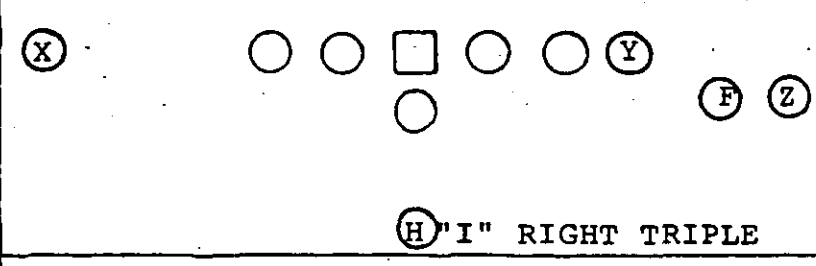
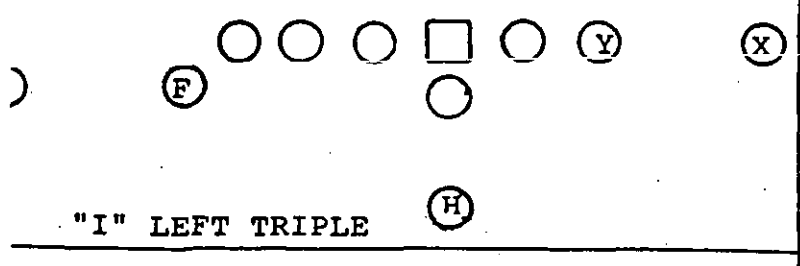
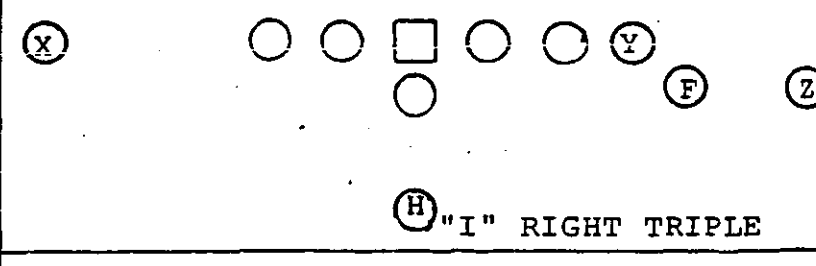
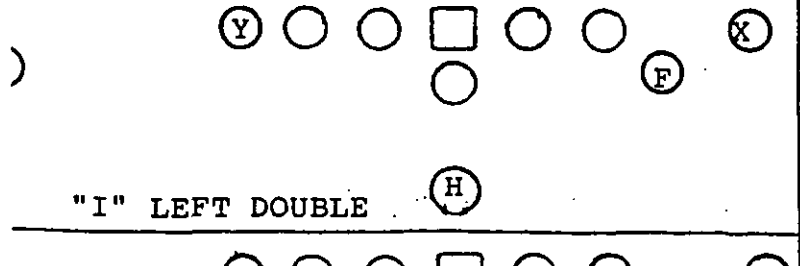
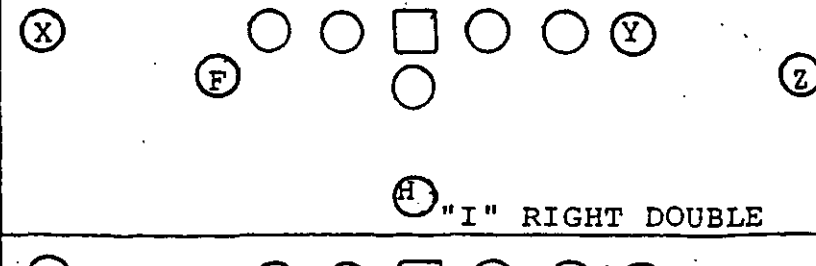
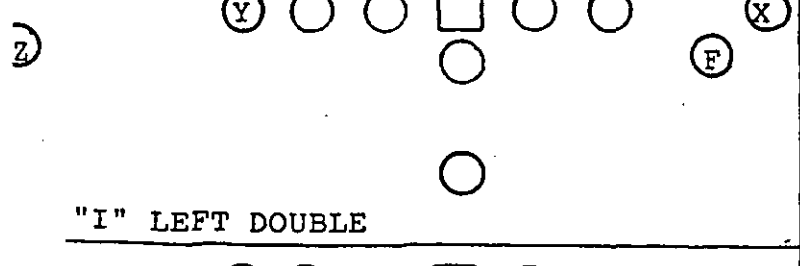
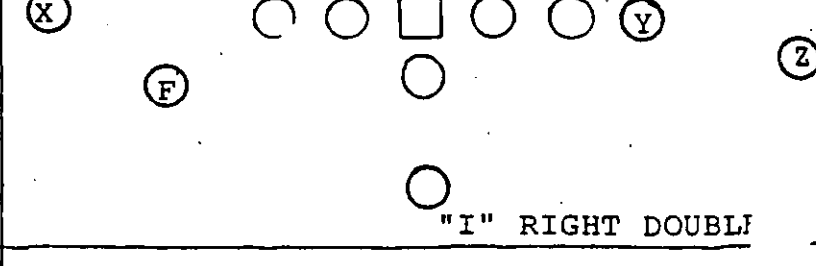
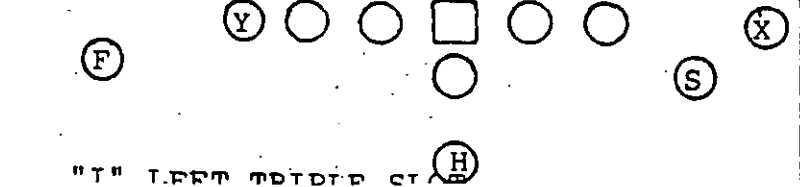
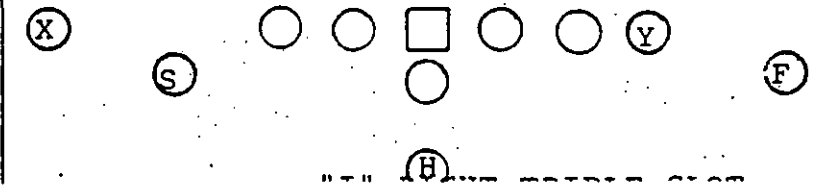
OPEN "FULL" LEFT SLOT



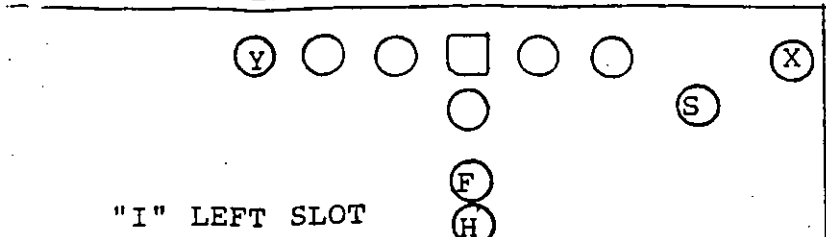
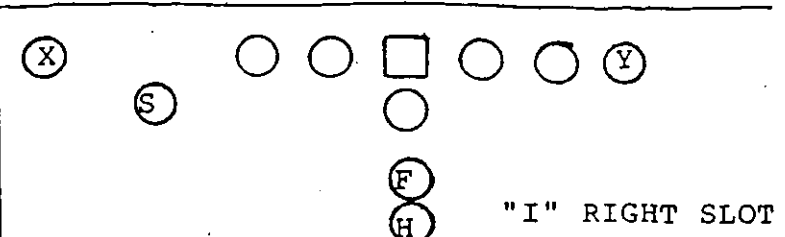
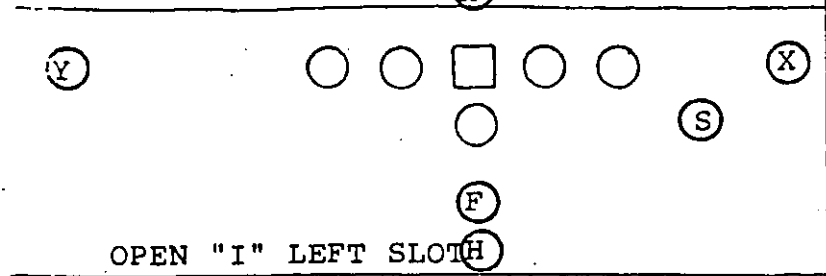
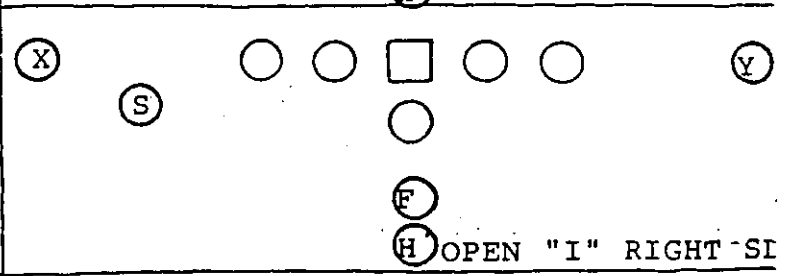
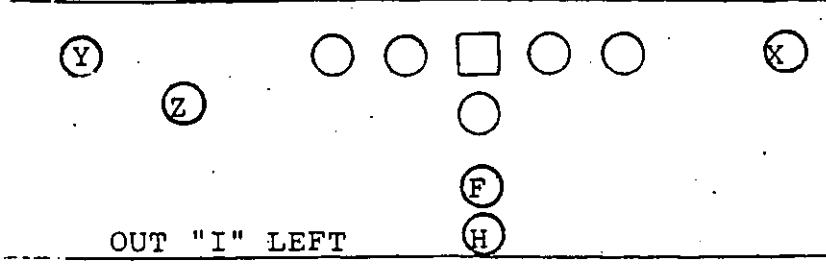
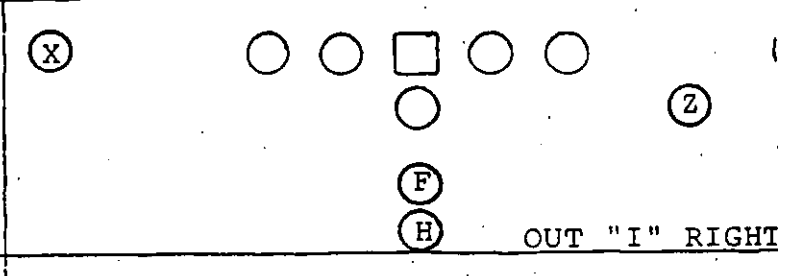
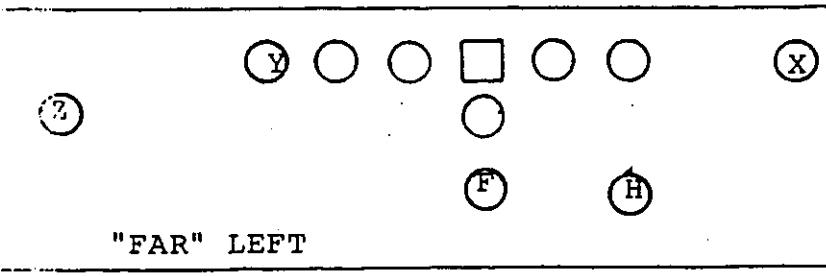
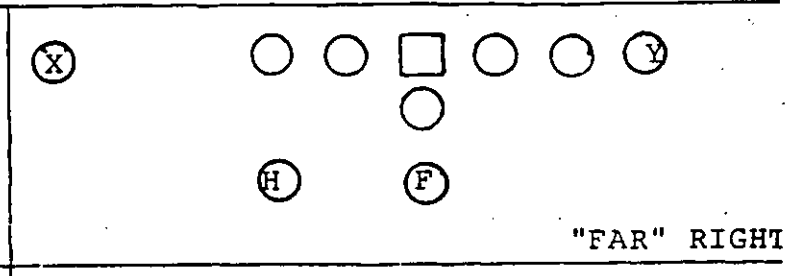
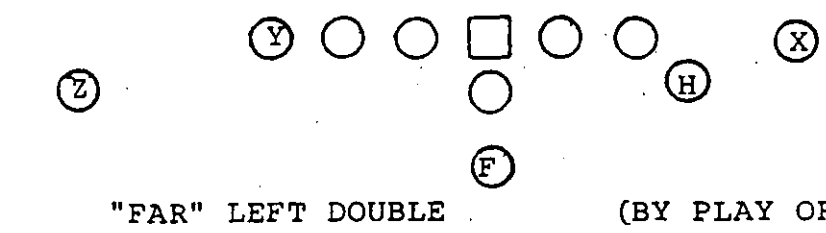
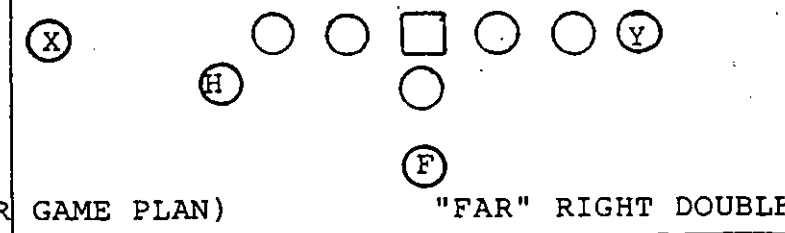
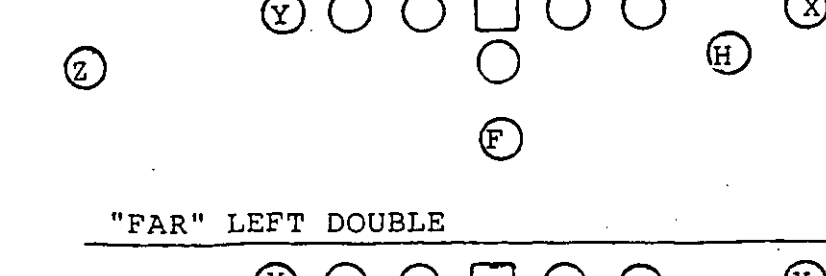
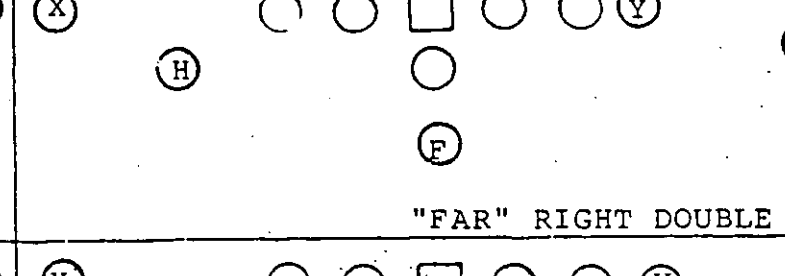
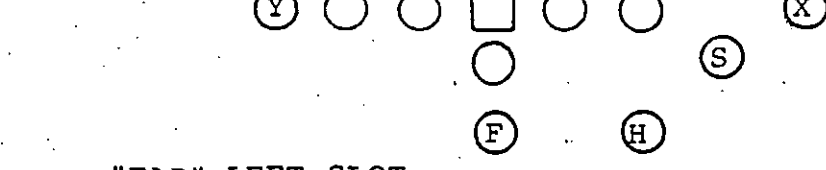
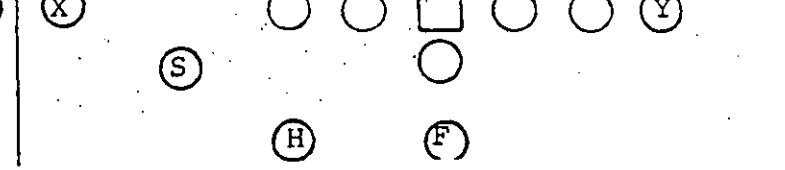
OPEN "FULL" RIGHT SLOT

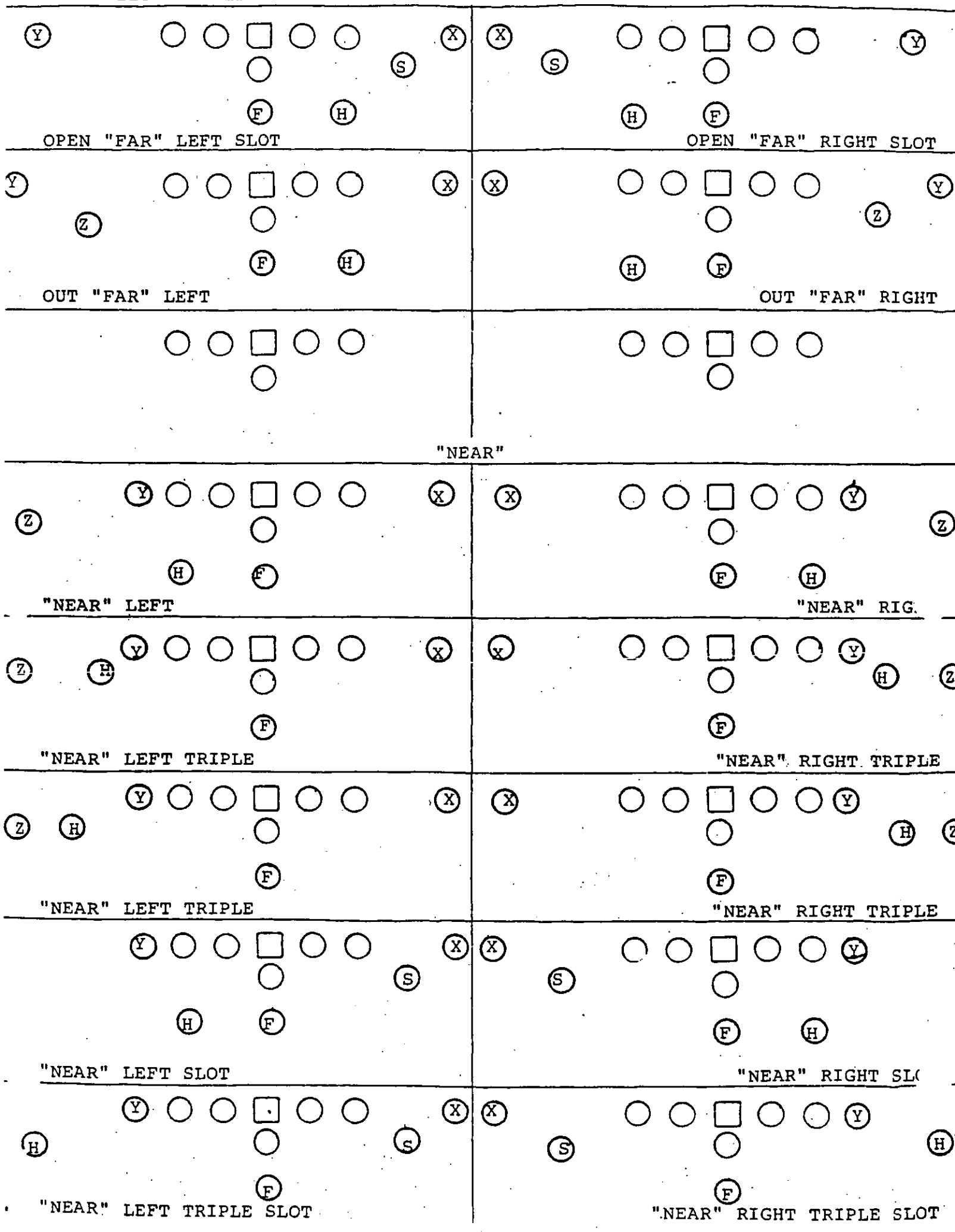


EXAMPLES -- CALLING FORMATIONS

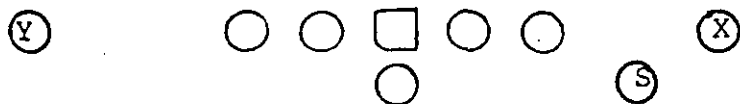
 <p>"FULL" LT TRIPLE SLOT</p>	 <p>"FULL" RT TRIPLE SLOT</p>
 <p>"I" LEFT</p>	 <p>"I" RIGHT</p>
 <p>"I" LEFT TRIPLE</p>	 <p>"I" RIGHT TRIPLE</p>
 <p>"I" LEFT TRIPLE</p>	 <p>"I" RIGHT TRIPLE</p>
 <p>"I" LEFT DOUBLE</p>	 <p>"I" RIGHT DOUBLE</p>
 <p>"I" LEFT DOUBLE</p>	 <p>"I" RIGHT DOUBLE</p>
 <p>"I" LEFT TRIPLE</p>	 <p>"I" RIGHT TRIPLE</p>
 <p>"I" LEFT TRIPLE</p>	 <p>"I" RIGHT TRIPLE</p>

EXAMPLES -- CALLING FORMATIONS

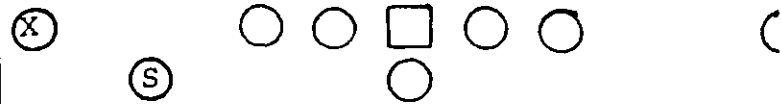
 <p>"I" LEFT SLOT</p>	 <p>"I" RIGHT SLOT</p>
 <p>OPEN "I" LEFT SLOT</p>	 <p>OPEN "I" RIGHT SLOT</p>
 <p>OUT "I" LEFT</p>	 <p>OUT "I" RIGHT</p>
<p>"FAR"</p>	
 <p>"FAR" LEFT</p>	 <p>"FAR" RIGHT</p>
 <p>"FAR" LEFT DOUBLE</p>	 <p>"FAR" RIGHT DOUBLE</p>
<p>(BY PLAY OR GAME PLAN)</p>	
 <p>"FAR" LEFT DOUBLE</p>	 <p>"FAR" RIGHT DOUBLE</p>
 <p>"FAR" LEFT DOUBLE</p>	 <p>"FAR" RIGHT DOUBLE</p>



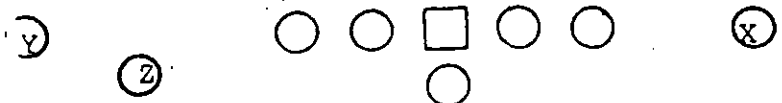
EXAMPLES -- CALLING FORMATIONS



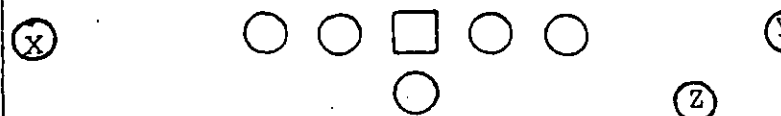
OPEN "NEAR" LEFT SLOT



OPEN "NEAR" RIGHT SLO



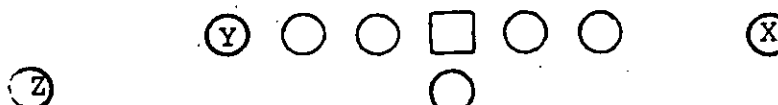
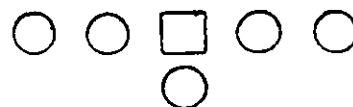
OUT "NEAR" LEFT



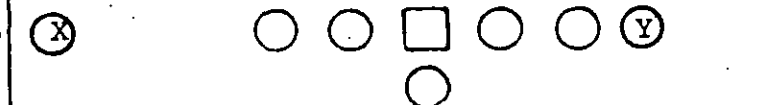
OUT "NEAR" RIGHT



"HALF"



"HALF" LEFT



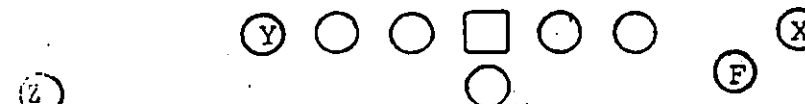
"HALF" RIGHT



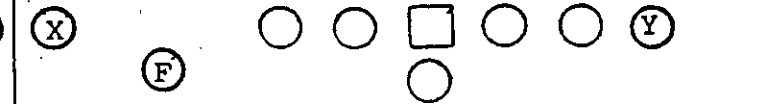
"HALF" LEFT TRIPLE



"HALF" RIGHT TRIPL



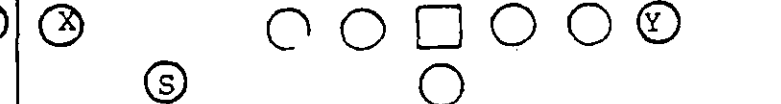
"HALF" LEFT DOUBLE



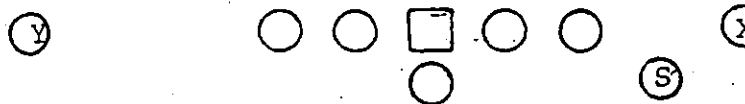
"HALF" RIGHT DOUBLE



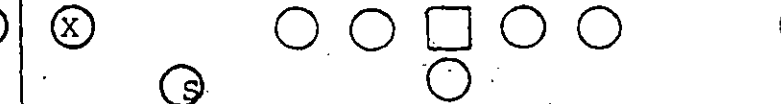
"HALF" LEFT SLOT



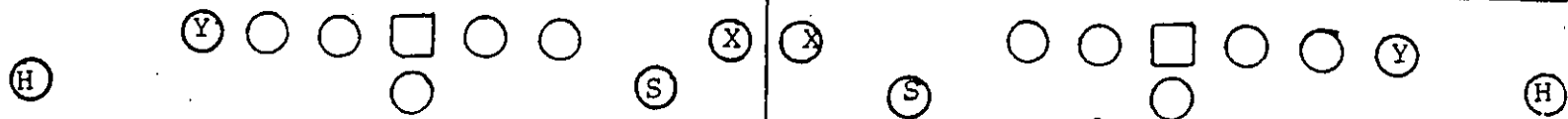
"HALF" RIGHT SLOT



OPEN "NEAR" LEFT

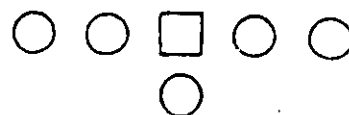
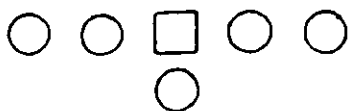


OPEN "NEAR" RIGHT

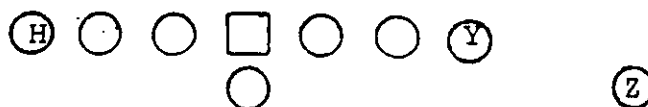


"HALF" LEFT TRIPLE SLOT

"HALF" RIGHT TRIPLE SLOT

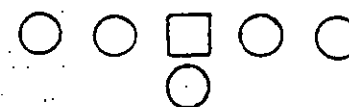
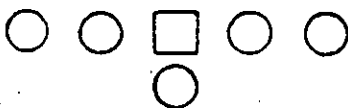
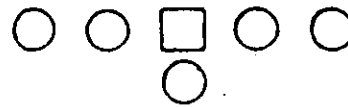
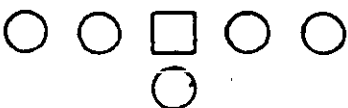
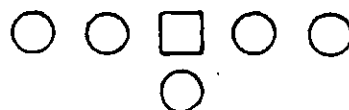


"ACE"



ACE LEFT

ACE RIGHT



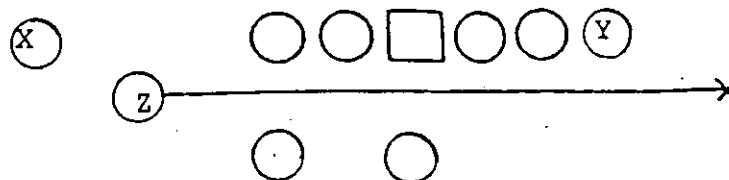
SYSTEM OF MOVEMENT
method of sending a receiver "Z", "Y", "A" or "B" in motion to or away from the formation called. Movement of receivers and backs will be controlled by the raising of the quarter-back's heel.

A. FLANKER (Z) MOVEMENT:

- | | |
|---------------|--------------|
| 1. Zoom | 6. Zoom Over |
| 2. Zoom Short | 7. Zoom Back |
| 3. Zoom Set | 8. Zip |
| 4. Zoom In | 9. Green |
| 5. Zoom Out | 10. Gold |

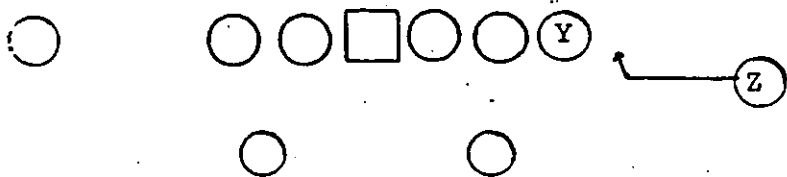
in motion to formation called.
(NOTE: Flanker must line up on opposite side of formation called.)

EX: ZOOM - FAR RIGHT

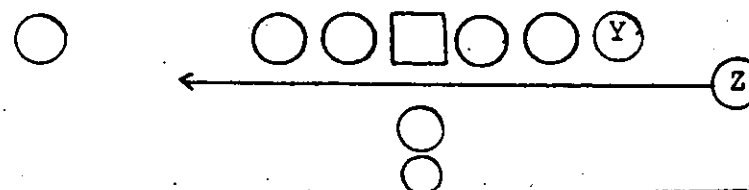


ZOOM SHORT -- Term used to send Flanker (Z) in motion toward remaining Backs but short of the Tight End (Y)

EX: ZOOM SHORT - FULL RIGHT

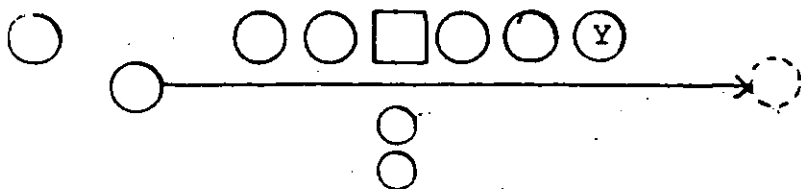


EX: "I" RIGHT ZOOM SLOT



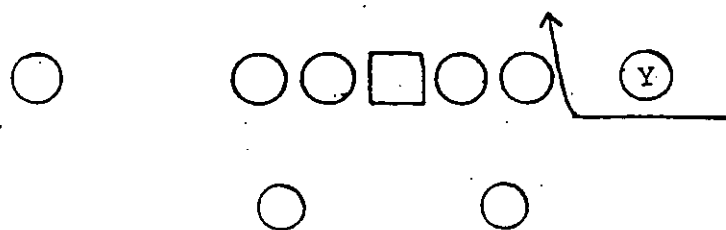
ZOOM SET -- Term used to send Flanker (Z) in motion to formation called and SET in position until ball is snapped.

EX: ZOOM SET - "I" RIGHT



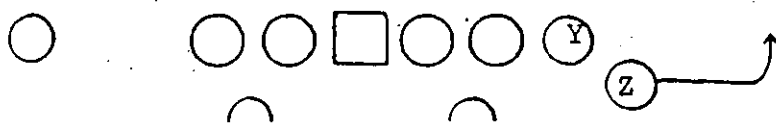
ZOOM IN -- Term used to send Flanker (Z) in motion to the inside of Tight End (Y), or inside 2nd Wide Receiver in a SLOT Formation.

EX: ZOOM IN - FULL RIGHT



ZOOM OUT -- Term used to send Flanker (Z) in motion to outside, Regular or Slot Formation.

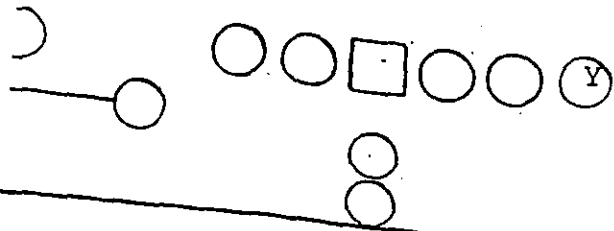
EX: ZOOM OUT - FULL RIGHT



EX: "I" RIGHT SLOT - ZOOM IN

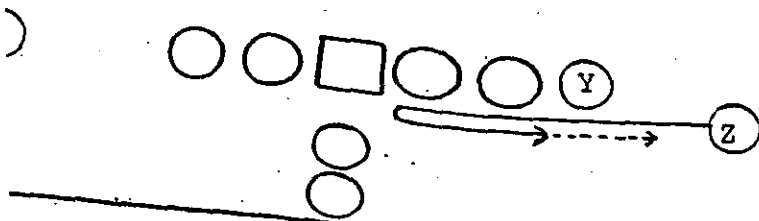


EX: "I" RIGHT SLOT - ZOOM OUT



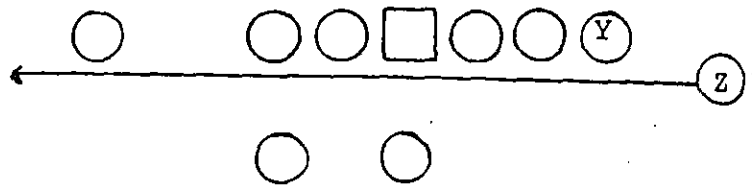
ZOOM BACK -- Term used to send Flanker (Z) in motion inside to Quarterback, then back outside.

EX: ZOOM BACK - "I" RIGHT



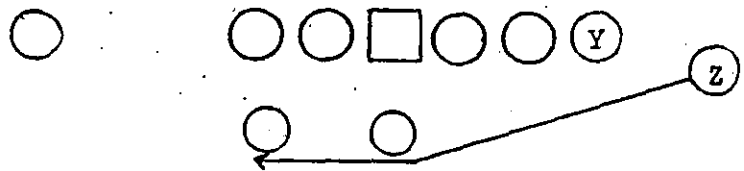
(Z) in motion to the outside position of formation called.

EX: ZOOM OVER - FAR RIGHT SLOT



ZIP -- Term used to send Flanker (Z) in motion behind backfield alignment.

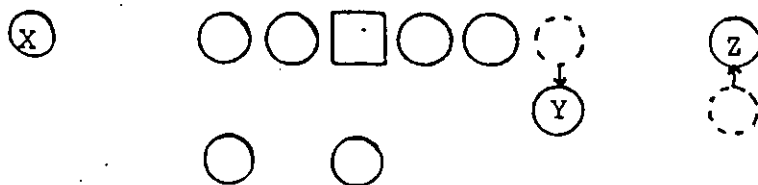
EX: ZIP - FAR RIGHT



B. TIGHT END MOVEMENT

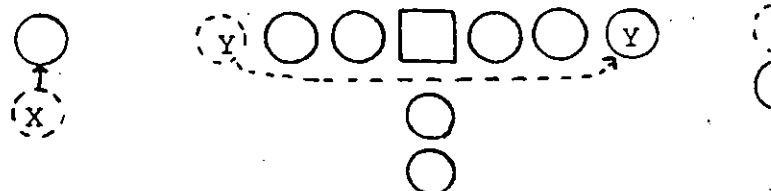
SET - Term used to move Tight End (Y) off of line of scrimmage one yard deep. Flanker (Z) must move up on L.O.S.

EX: SET - FAR RIGHT



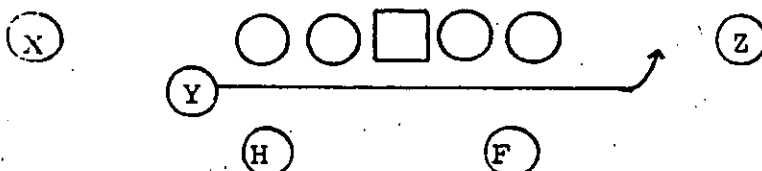
MOVE SET - Term used to shift Tight End (Y) to formation called and SETS in position until ball is snapped.

EX: MOVE SET - "I" RIGHT



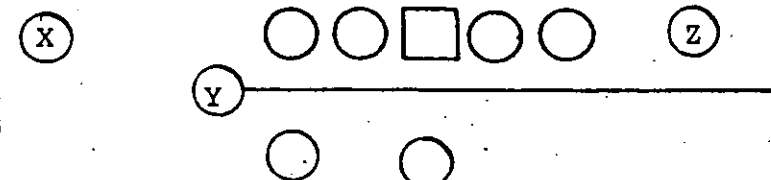
MOVE -- Term used to send Tight End (Y) in motion to formation called. (NOTE: Tight End lines up on opposite side of formation called.)

EX: MOVE - FULL RIGHT



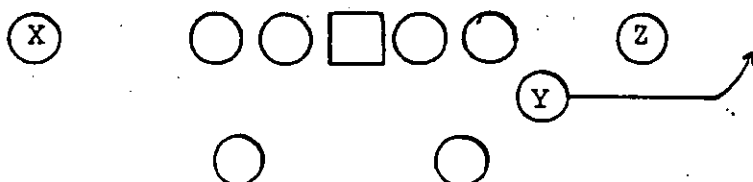
MOVE OVER -- Term used to send Tight End (Y) in motion to formation called outside the Flanker (Z). (NOTE: Tight End lines up on opposite side of formation called.)

EX: MOVE OVER - FAR RIGHT



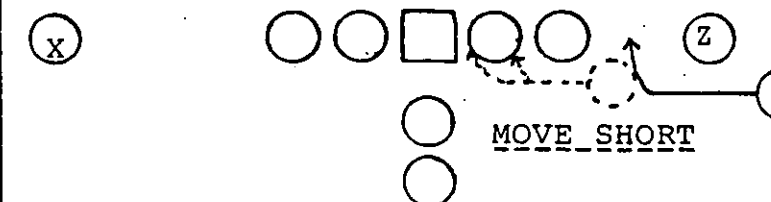
MOVE OUT -- Term used to send Tight End (Y) in motion to outside of Flanker (Z) from the formation called. (NOTE: Tight End lines up on same side of formation called.)

EX: MOVE OUT - FULL RIGHT



MOVE IN -- Term used to send Tight End (Y) in motion to inside of Flank (Z) from formation called so that he is in position to block or release on pass route.

EX: MOVE IN - "I" RIGHT



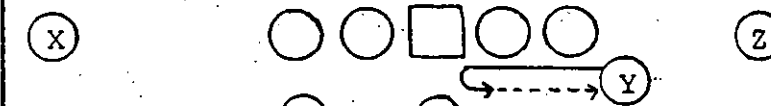
"FORMATION" MOVE -- Term used to set Tight End (Y) in a formation, then send him in motion after being in original formation. (Can also use "Formation" Move Out; Move Over Move In, etc.)

EX: ACE RIGHT - MOVE



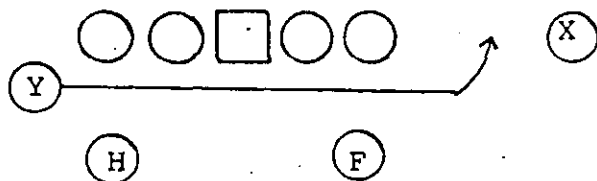
MOVE BACK -- Term used to send Tight End (Y) in motion inside to Quarterback, then back to outside.

EX: MOVE BACK - FAR RIGHT



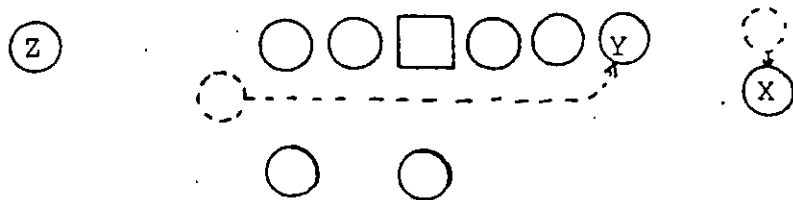
(Y) in motion to formation called. Term also indicates that "X" must line up to side of formation called. Flanker lines up away from formation called. (NOTE: Tight End lines up opposite side of formation called.)

EX: MIX - FULL RIGHT



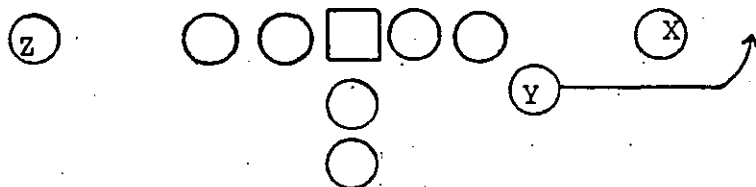
End (Y) to formation called and SETS in position until ball is snapped. Term also indicates that "X" must line up to side of formation called. Flanker lines up away from formation called.

EX: MIX SET - FAR RIGHT



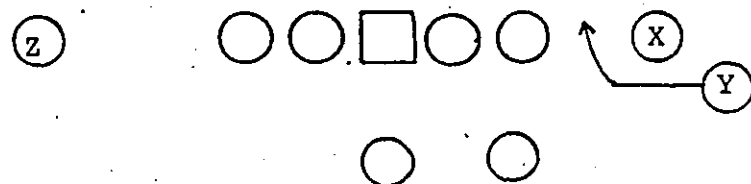
MIX OUT -- Term used to send Tight End (Y) in motion to the outside of the formation called. Term also indicates that "X" must line up to the side of formation called. Flanker lines up away from formation called.

EX: MIX OUT - "I" RIGHT



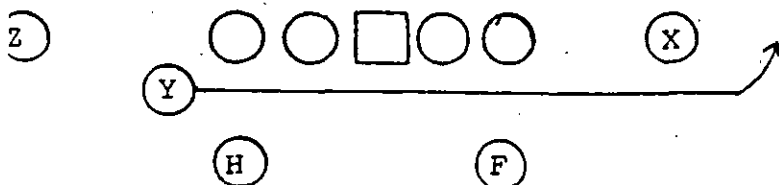
MIX IN -- Term used to send Tight End (Y) in motion to the inside of outside Receiver (X) from formation called so that he is in position to block or release on pass route. Term also indicates that "X" must line up to side of formation called. Flanker lines up away from formation called.

EX: MIX IN - NEAR RIGHT



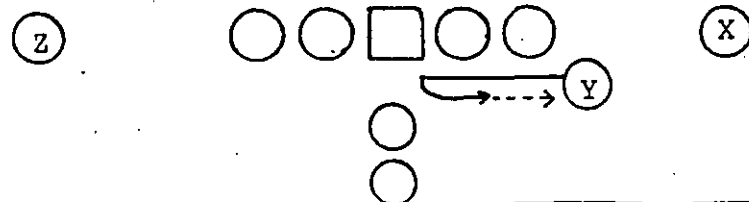
MIX OVER -- Term used to send Tight End (Y) in motion to formation called, outside Flanker (X). Tight end lines up on opposite side from formation called. Term also indicates that "X" must line up to the side of formation called. Flanker lines up away from formation called.

EX: MIX OVER - FULL RIGHT



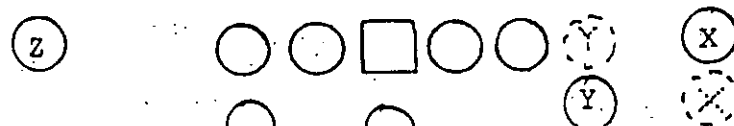
MIX BACK -- Term used to send Tight End (Y) in motion inside to Quarter-back, then back to outside. Term also indicates that "X" must line up to side of formation called. Flanker lines up away from formation called.

EX: MIX BACK - "I" RIGHT



TEX -- Term used to set Tight End (Y) on or off of line of scrimmage (by game plan) in a "MIX" Formation. Term indicates that "X" must line up to side of formation called. Flanker lines up away from formation called.

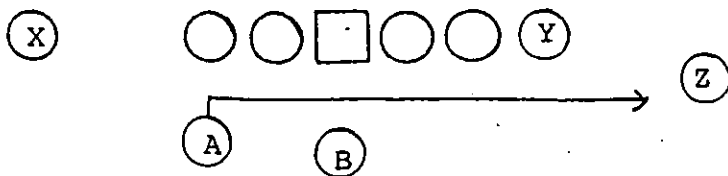
EX: TEX - FAR RIGHT



C. BACKFIELD MOVEMENT

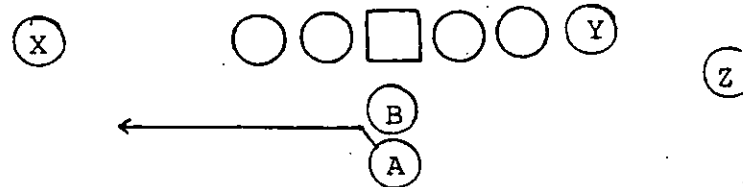
1. STREAK -- Term used to send designated "A" or "B" in motion to strongside of formation, toward the Tight End (Y).

EX: FAR RIGHT - "A" STREAK

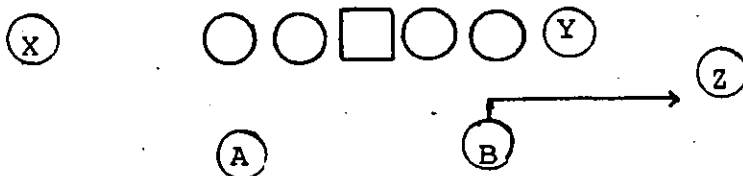


2. PEEL -- Term used to send designated "A" or "B" in motion to weakside of formation, away from Tight End (Y).

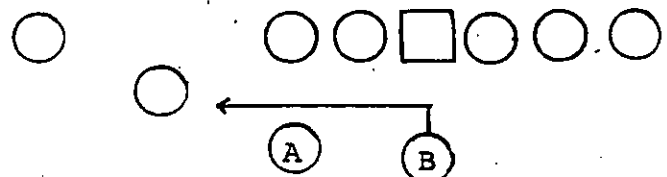
EX: "I" RIGHT - "A" PEEL



EX: FULL RIGHT - "B" STREAK

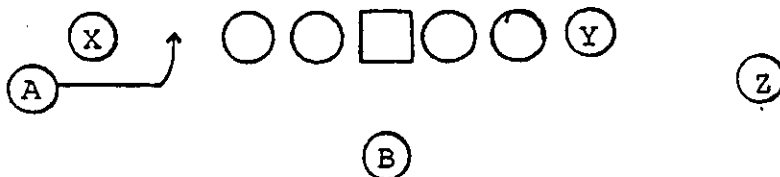


EX: FAR RIGHT SLOT - "B" PEEL



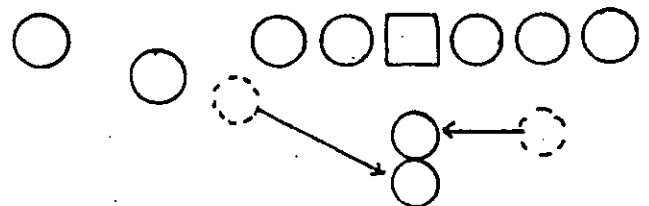
4. PEEL IN - Term used in ACE Formation to send "A" Back in motion inside "X" but not across formation.

EX: ACE RIGHT - "A" PEEL IN



3. SHIFT -- Term used in play call prior to formation that tells the BACKS to shift from various alignments to formation called.

EX: SHIFT "I" RIGHT SLOT



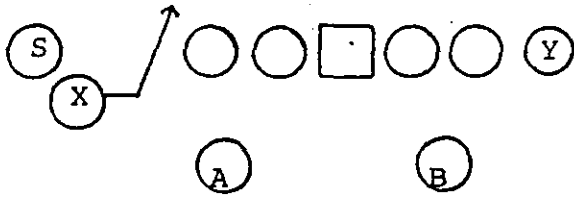
2A. PEEL

EX: ACE RIGHT TRIPLE - PEEL



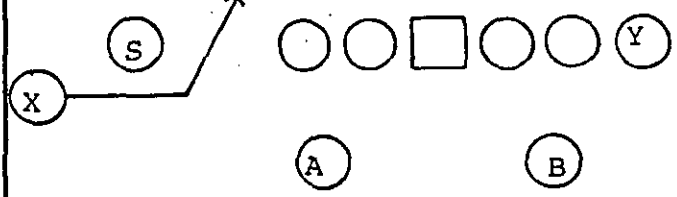
GOLD SLOT - Term used to send inside Receiver (X) in this Slot Formation in short motion toward the remaining Backs. SLOT will be on the line of scrimmage. Strength will be to Tight End (Y).

EX: FULL RIGHT - GOLD SLOT



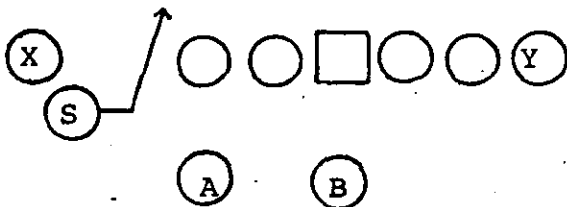
GREEN SLOT - Term used to send outside Receiver (X) in this Slot Formation in short motion inside Slot toward the remaining Backs. SLOT will be on the line of scrimmage. Strength will be to Tight End (Y).

EX: FULL RIGHT - GREEN SLOT



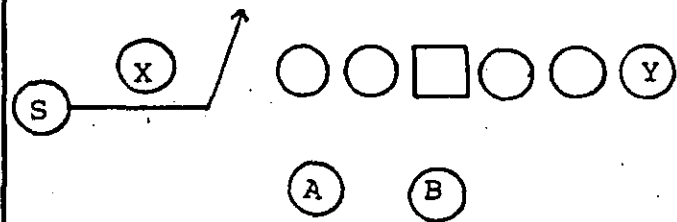
NOTE: "X" is on line of scrimmage.

EX: FAR RIGHT SLOT - ZOOM SHORT



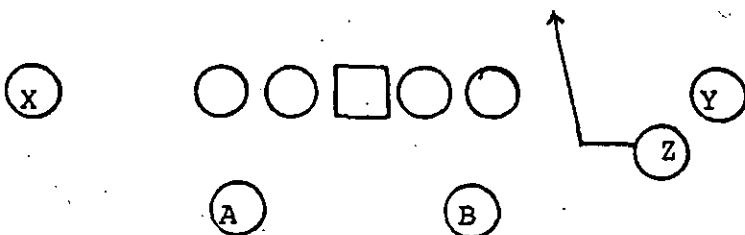
NOTE: "X" is on line of scrimmage

EX: FAR RIGHT SLOT - ZOOM IN



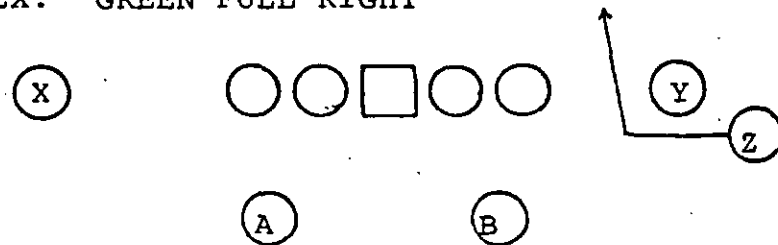
GOLD - Term used to send inside Receiver (Z) in short motion toward the remaining Backs, with "Y" in OUT location. "Y" will be on the line of scrimmage. Strength will be to Tight End (Y).

EX: GOLD FULL RIGHT



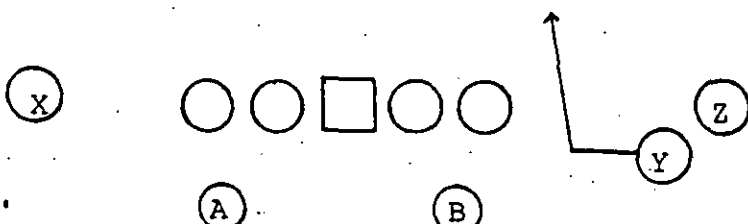
GREEN - Term used to send outside Receiver (Z) in short motion inside "Y" toward the remaining Backs, with "Y" in OUT location. "Y" will be on the line of scrimmage. Strength will be to Tight End (Y).

EX: GREEN FULL RIGHT



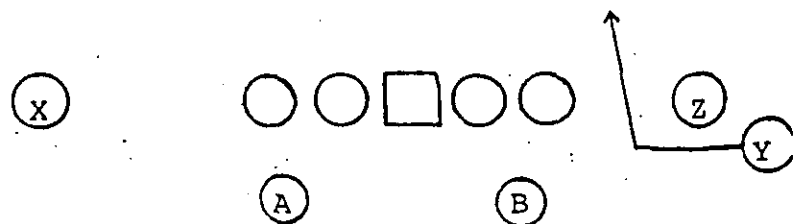
NOTE: "Z" is on line of scrimmage

EX: MOVE SHORT - FULL RIGHT



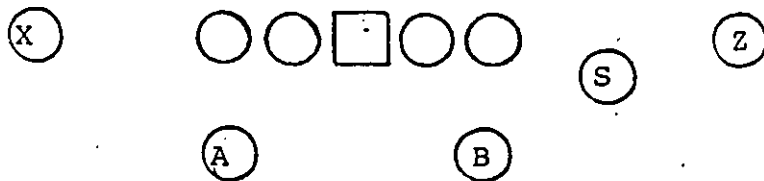
NOTE: "Z" is on line of scrimmage

EX: MOVE IN - FULL RIGHT



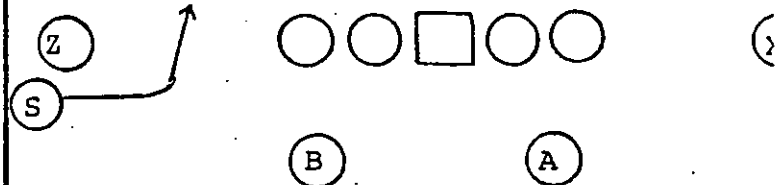
BLUE - 3 Wide Receivers and 2 Backs. Strength will be TO 2 Wide Receiver side (Slot-Z). It will always be FULL Formation unless called Far, "I", Near. Motion will be "Y" movements for SLOT.

EX: BLUE RIGHT



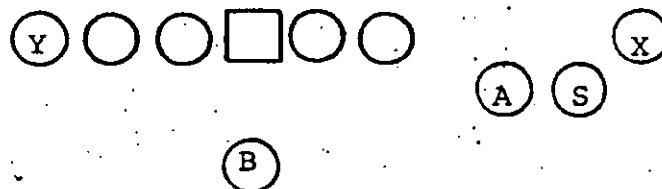
BLUE GREEN - Term used to send outside Receiver in BLUE Formation in short motion inside the outside Receiver.

EX: BLUE GREEN LEFT

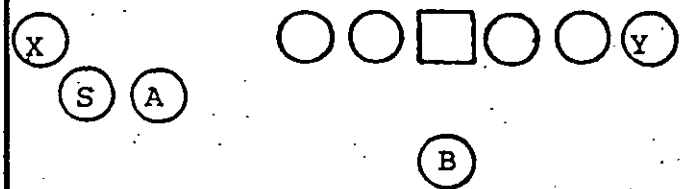


ORANGE - 3 Wide Receivers set TO side of call in a bunched type of location. Strength will be TO 3 Wide Receiver side. Used in last few seconds of first half or end of game.

EX: ORANGE RIGHT



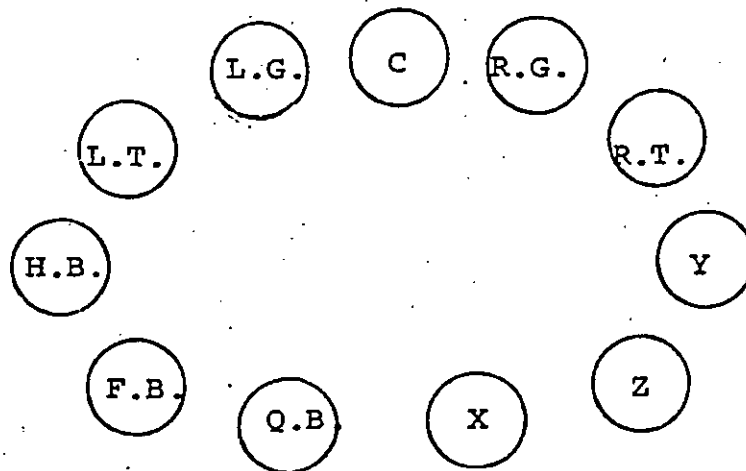
EX: ORANGE LEFT



I. HUDDLE

A. FORMING THE HUDDLE:

1. Center forms the huddle -- 8 yards from ball. (Center calls Down & Distance)
2. Position in huddle - Hands on Knees. - looking at the Quarterback
3. Quarterback has complete control of huddle.



B. QUARTERBACK PROCEDURE:

Quarterback Calls:

1. Formation - (ex) FAR RIGHT
2. Play - (ex) CUT 36
3. Snap Count- (ex) ON "3", ON "3" (X & Z Leave Huddle After 1st ON "3").
4. Quarterback breaks huddle with "READY"...."BREAK"

C. BREAKING THE HUDDLE:

1. At command "BREAK" - all clap hands and linemen and ends out over ball in 2-point stance. (Basic splits - elbows on knees.) Center or Quarterback may call "Down", placing the line in a three point stance immediately.
2. Running backs in 3-point stance - ready to go.
3. On command "SET" - linemen and ends adjust spacing and get down in 3-point stance - ready to go.

(Note: 5 interior linemen CANNOT move after assuming their 3-point stance until snap. Tight End, Wide Receivers and Backs CAN MOVE until one second before snap.)

II. CADENCE

A. CADENCE PROCEDURE

1. "FRONT" Quarterback call's Defensive Alignment Right or Left.

Example: "4-3 Right or Left", "3-4 Right or Left", "Under Right or Left", etc.
2. "SET" Linemen adjust spacing and get down in 3-point stance.
3. "3-75" (RT); "3-75" (LT) These numbers constitute our audible system and will be called to both right and left sides of the formation.
4. "HUT" "Hut"... "Hut"... "Hut"... "Hut"

Example: "3-4 Right" "Set"... "3-75"... "3-75"... "Hut"... "Hut"... "Hut"... "Hut"... "Hut"

B. SNAP COUNT VARIATIONS

1. "ON FIRST SOUND" (GO) When snap count is on first sound, the QB will call "GO" - ball will be snapped. Quarterback or Center may call "Down". Linemen in 3-point stance.
2. ON "SET" When the snap count is on "SET", the Quarterback will first identify the front and after a slight pause he will call "SET". Quarterback or Center may call "Down".

Example: "3-4 Right"...."SET".
3. ON THE AUDIBLE When the snap count is on the "AUDIBLE", the Quarterback will first call the front followed by the command "SET". The ball will be snapped on the next sound (always a number) which represents the first part of the audible system.

Example: "4-3 Right"... "SET"... "2" (Ball Snapped)

QB Note: Must allow linemen to be set a full second.
4. ON THE "NUMBER" When the snap count is on "THREE", we will go on the Third Hut.
(Non-rhythmic)

Example: "Tom Left"... "Set"... "2-75"... "2-75"... "Hut"... "Hut"... "Hut"... (All go on third Hut). (Non-rhythmic)

III. AUDIBLE SYSTEM

We can change plays at the line of scrimmage on any snap count with the exception of the "First Sound" (GO).

If the play is called on any signal other than a number in the huddle (EX: "Set" or "Audible Number") the audible system changes. The Quarterback will precede the entire count by giving the number of the play to be audible to. Then, ball would be snapped on the count given in huddle and the new play would be run.

In our cadence procedure, if the first number called after "set" is the same as the snap number given in the huddle, "BE ALERT". The following two numbers indicate a new play. Any number other than the snap number is a dummy (or fake) call -- go through with original play called.

AUDIBLE EXAMPLES:

HUDDLE: "I" Right - Toss 19"
"On SET" - "On SET"
Ready Break

LINE OF SCRIMMAGE:
"73-73" - "3-4 Right"
"SET" - ball snapped.
73 is play that is run.

HUDDLE: "I" Right - Toss 19"
"On AUDIBLE" - "On AUDIBLE"
Ready Break

LINE OF SCRIMMAGE:
"73-73" - "3-4 Right"
"SET" - "2" - ball snapped.
73 is play run.

HUDDLE: "I" Right - Toss 19"
"On 2" - "On 2"
Ready Break

LINE OF SCRIMMAGE:
"3-4 Right - SET"
"2 - 73" "2 - 73" repeat snap numbers. "HUT -- HUT" ball snapped.
73 is play run.

HUDDLE: NO CHANGE
"I" Right - Toss 19"
"On 2" - "On 2"
Ready Break

LINE OF SCRIMMAGE:
"3-4 Right - SET"
"3 - 73" "3 - 73" snap numbers not repeated. "HUT -- HUT" ball is snapped.
Toss 19 is play run.

"CHECK WITH ME"

"Check With Me" is used against teams with multiple fronts or in Goal Line and Short Yardage situations. The Quarterback will call a formation, Two Plays and the snap count in the huddle. The snap count for "Check With Me" will always be "2".

- 1) The Quarterback will then use the Audible System to give the offensive team the play at the line of scrimmage.

EXAMPLE:

HUDDLE: "Full Right" "36 - 49 Sweep"
"Check With Me"
"On 2" - "On 2"
Ready Break

LINE OF SCRIMMAGE:
"3-4 Right" - "SET" "2-49" "2-49"
snap count repeated. "HUT --
HUT" - ball snapped. 49 play run.

NOTE: 2 plays called may be mirrored.

EX: "I" Right" - "Toss 18-19"
"Check With Me"

- 2) Another method the Quarterback may use to give the offensive team the play to be run is by telling the direction of the play to be run by using an ODD or EVEN double digit number in the Audible System after the single digit number (Snap Count). If double digit number is ODD -- the play, of the two plays, to the RIGHT will be run. If the double digit number is EVEN -- the play to the LEFT will be run.

EXAMPLE:

HUDDLE:	"Full Right" - " <u>36 - 49 Sweep</u> "	LINE OF SCRIMMAGE:
	"Check With Me"	"Over Right" - " <u>SET</u> "
	"On 2" - "On <u>2</u> "	"2 - <u>44</u> " "2 - <u>44</u> " - "HUT" --
	Ready Break	"HUT". Play run is <u>36</u>
		(<u>EVEN</u> numbered play)

CLUTCH AUDIBLE SYSTEM (Snap count is always SET)

A. RUNNING PLAY

1. Quarterback repeats run audible -- EX: "49 - 49"
2. Quarterback calls out defensive front -- EX: "3-4 RIGHT"
3. Snap count "SET" -- EX: "SET"

EXAMPLE: "49 - 49" (Pause) "3-4 RIGHT" - "SET" - ball is snapped.

B. PASS PLAY

1. Quarterback repeats pattern audible -- EX: "73 - 73"
2. Quarterback calls out defensive front -- EX: "3-4 RIGHT"
3. Snap count "SET" -- EX: "SET"

EXAMPLE: "73 - 73" (Pause) "3-4 RIGHT" - "SET" - ball is snapped.

C. COACHING POINTS:

1. Team will line up in the same formation used on previous play.
2. Offensive line is always aligned in 3-point stance.

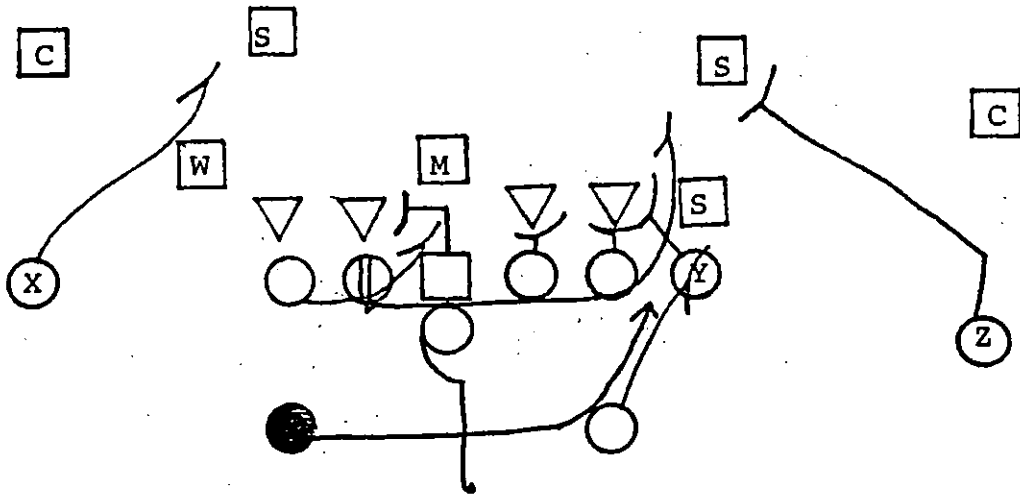
D. NOTE:

The clutch procedure is covered in detail under red tab "TWO MINUTE CLUTCH" section.

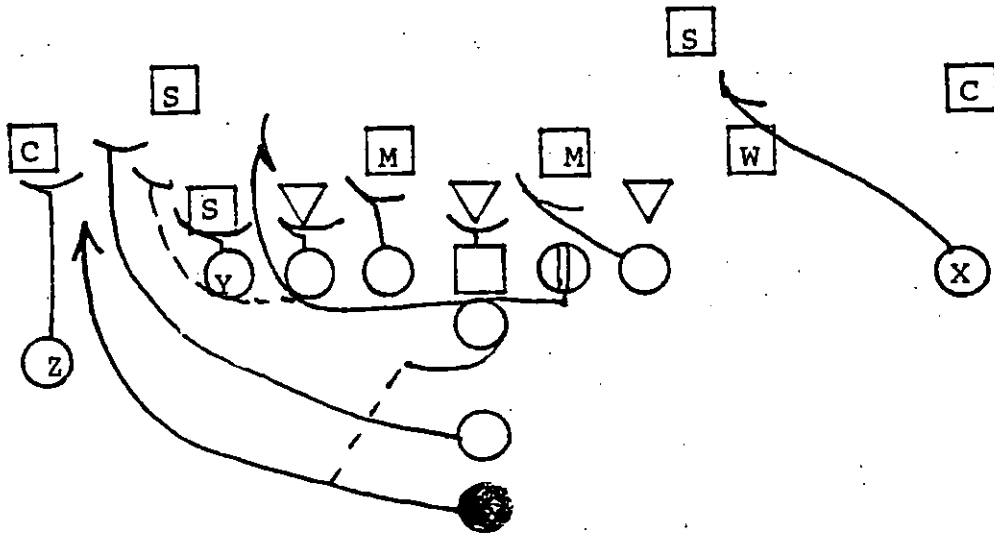
I. NUMBERING SYSTEM FOR RUNNING GAME

1. Our running game is called with double digit numbers (47 - 18) and a possible WORD call.
2. The first digit called indicates the action of the Backs - or series. (47 - 18)
3. The second digit indicates the hole number at which the play will be run. (47 - 18)
4. The third part of the call is a word, if used, and indicates the type of Blocking to be used at the hole or type of play called. (47 Power - Toss 18)

Example: 47 Power (40 Series - 7 Hole - Power Blocking)



Example: Toss 18 (Teen Series - 8 Hole) (Toss ball to Tailback)

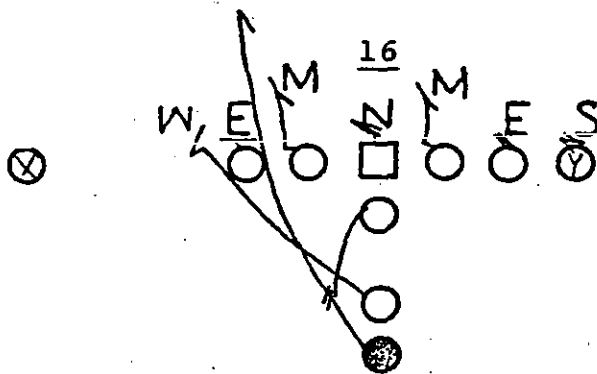


II. NUMBERING SERIES FOR OFFENSIVE RUNNING GAME

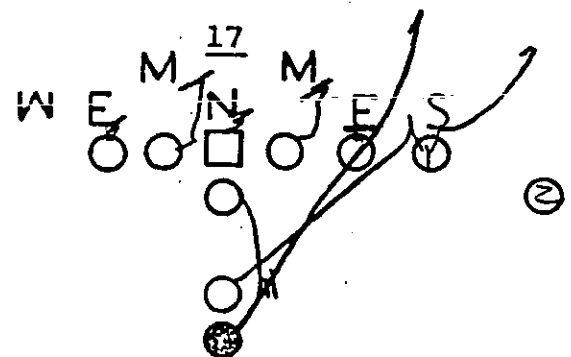
1. TEEN SERIES -- Halfback or Tailback is ball carrier with Fullback leading designated hole.
2. TWENTY SERIES -- Crossing back action with either Halfback or Fullback carrying the ball. (Fullback fills backside unless ball carrier.)
3. THIRTY SERIES -- Fullback is ball carrier strong or weak, usually from a fullback position.
4. FORTY SERIES -- Sweep, Power and Trap plays with either Halfback or Fullback carrying the ball.
5. FIFTY SERIES -- A series which features Lead, Veer, Dive, Toss, where either Fullback or Halfback may be ball carrier.

TEEN SERIES -- Halfback or Tailback is ball carrier with Fullback leading designated hole.

EXAMPLES

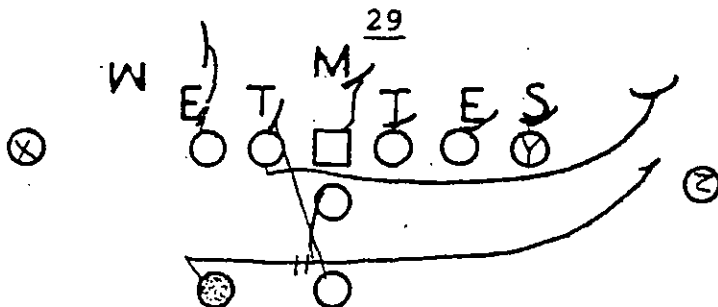


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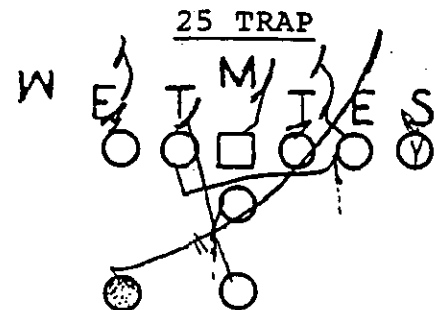


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TWENTY SERIES -- Crossing back action with either Halfback or Fullback carrying the ball. (Fullback fills backside unless ball carrier.)



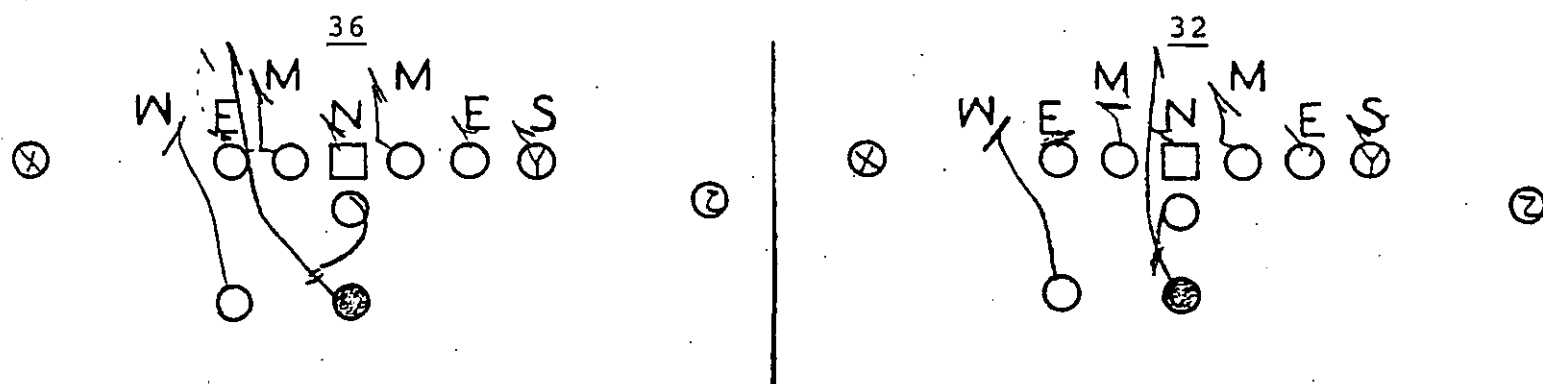
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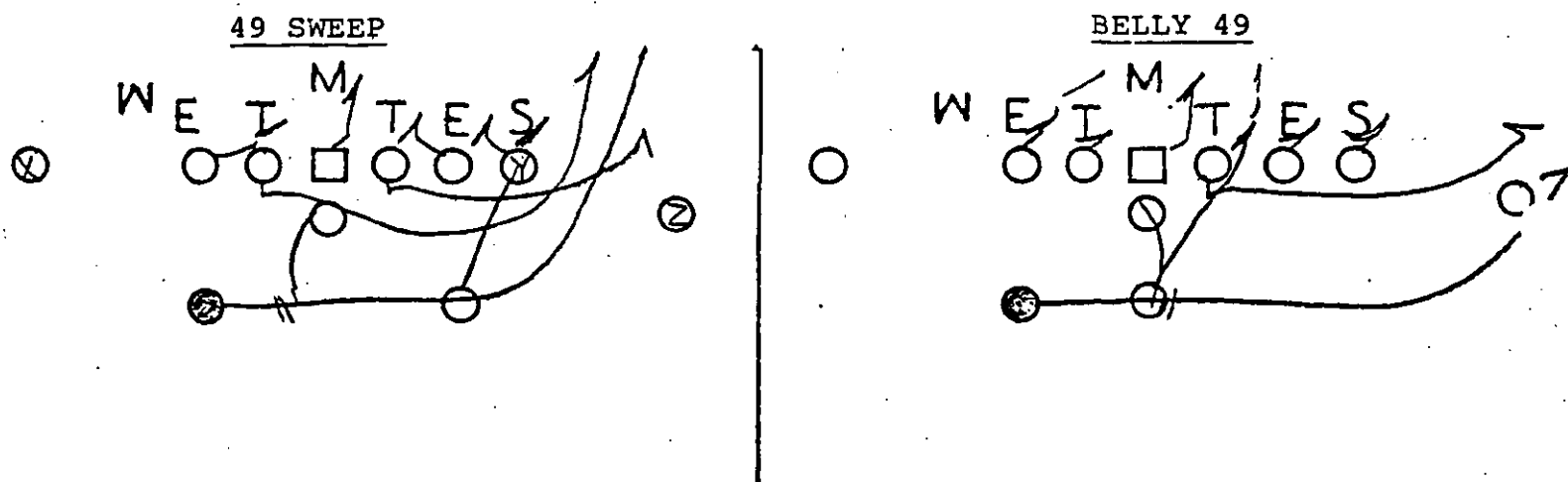
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NUMBERING SERIES FOR OFFENSIVE RUNNING GAME - Continued

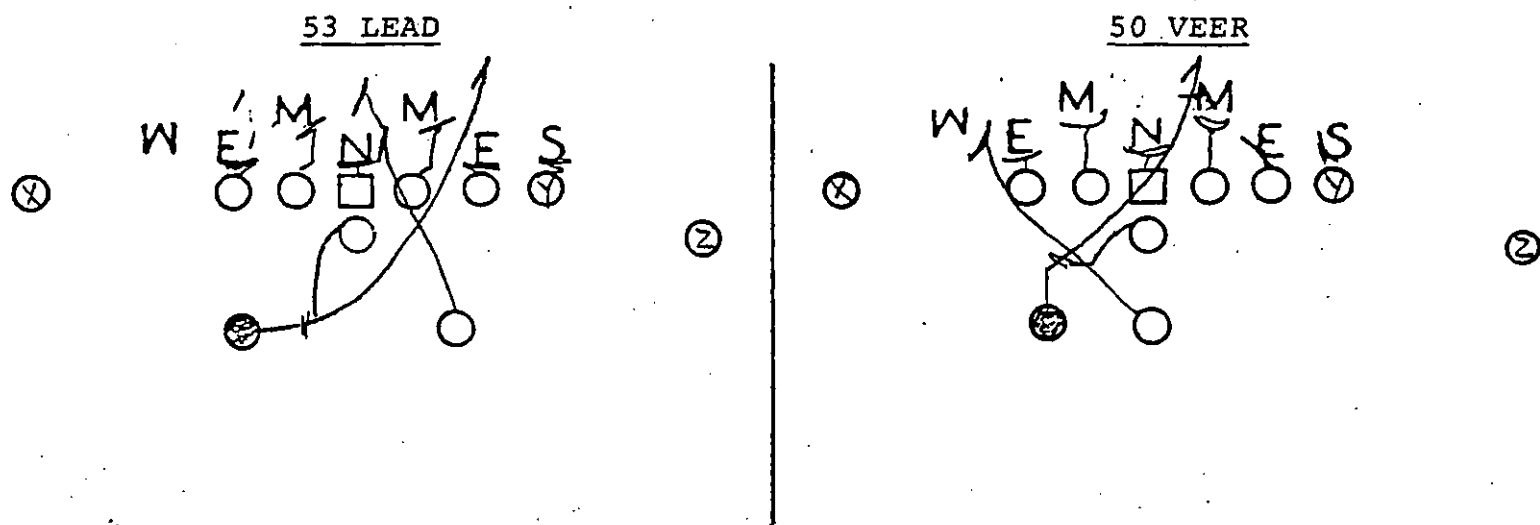
THIRTY SERIES - Fullback is ball carrier strong or weak, usually from a fullback position



FORTY SERIES - Sweep, Power and Trap plays with either Halfback or Fullback carrying the ball.



FIFTY SERIES - A series which features Lead, Veer, Dive, Toss, where either Fullback or Halfback may be ball carrier.



III. RUNNING GAME TERMINOLOGY:

1. STRONGSIDE The side to which Tight End is positioned.
2. WEAKSIDE Side away from the Tight End.
3. OPENSIDE Slot Formation - the side of the two Wide Receivers "SLOT" and "X".
4. ONSIDE The side to which the offensive play is called.
5. OFFSIDE
 (BACKSIDE) The side away from the direction to which the play is called.
6. SLOT Formation where Tight End is aligned to side of call and the two Wide Receivers (Slot & X) are aligned opposite the call.
7. NORMAL "Y" Tight End alignment 3-4 feet from Offensive Tackle.
8. FLEX Tight End aligns 2-4 yards from Offensive Tackle.
9. OPEN Tight End aligns 5 or more yards from Offensive Tackle.
10. FLANK Location of Flanker "Z" within 2 yards of Tight End "Y".
- 10A. TIGHT Location of Split End "X" within one yard of Offensive Tackle.
11. SPLIT Normal split position for "X"- "Z" (8 to 20 yds.)
12. SPLIT AREA The area between "X" & "Z" and the Offensive Tackle or Tight End.
13. DOUBLE or
 TRIPLE Player set 1 to 3 yards outside Tackle or Tight End in a position to block or carry football.
14. OVER BALL
 HANDLING The Quarterback will be between the ball carrier and the line of scrimmage when the ball is exchanged.
15. UNDER BALL
 HANDLING The ball carrier will be between the Quarterback and the line of scrimmage when the ball is exchanged.
16. OPEN PIVOT The initial turn of the Quarterback will be toward the hole number.
17. REVERSE PIVOT The initial turn of Quarterback will be away from the hole number.
18. PULL AWAY
 PIVOT Quarterback footwork - step away from line directly at ball carrier.
19. AWAY Back not carrying the ball fakes in the opposite direction of the hole play is run.
20. TRACK Term used to define blocking path of offensive Backs and Linemen.
21. COURSE Term used to define blocking path of Offensive Back.

III. RUNNING GAME TERMINOLOGY - (CONTINUED)

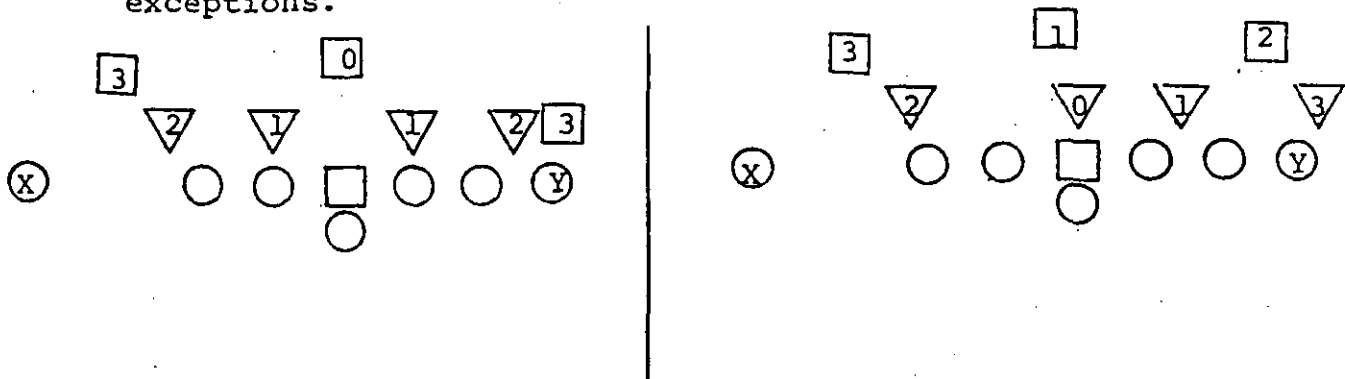
- | | |
|------------------|---|
| 22. FLOW | Complete movement of all remaining Backs in the same direction. |
| 23. CUT | A play that usually involves an abrupt change of direction (footwork) away from or against the <u>FLO</u> . |
| 24. JAB | Quick step of ball carrier opposite the direction the ball is to be run. |
| 25. VEER | An inside quick hitting play in which all remaining Backs FLOW to the direction of the call. |
| 26. TOSS | A run which involves a toss of the ball to the Tailback or the Halfback position. |
| 27. FLIP | A sweep which involves a flip of the ball to the Fullback when lined up behind the Center. |
| 28. BELLY | Fullback replacement onside. |
| 29. FILL | Fullback replacement offside. |
| 30. SWEEP | Onside Back blocking end man on line of scrimmage. |
| 31. BILL | Onside Back blocking Defensive End. |
| 32. POWER | Term used to describe double team at the point of attack - with Back blocking end man on line of scrimmage. |
| 33. DRAW | Simulates pass play - Quarterback brings ball back to the ball carrier who fakes pass blocking set. |
| 34. LAG | Term given to Halfback draw with slight roll action by the Quarterback. |
| 35. DO-DAD | Term used to describe area block between offside Tackle and Back. |
| 36. BAT | Term used to describe area block between Back and onside offensive Tackle. |
| 37. BACKER FORCE | Describes the type of End Run Force in which the Linebacker is the <u>primary force man</u> . |
| 38. SAFETY FORCE | Describes the type of End Run Force in which the <u>Safety Man</u> is the <u>primary force man</u> . |
| 39. CORNER FORCE | Describes the type of End Run Force in which the <u>Corner</u> is the primary force man. |
| 40. SUPPORT | From <u>Inside-Out</u> or from <u>Outside-In</u> describes slow force responsibility for <u>secondary</u> |
| 41. CONTAIN | End or Linebacker with outside responsibility. |
| 42. BUBBLE | The area in front of uncovered lineman (2 Bubbles versus 3-4) |

III. RUNNING GAME TERMINOLOGY - (Continued)

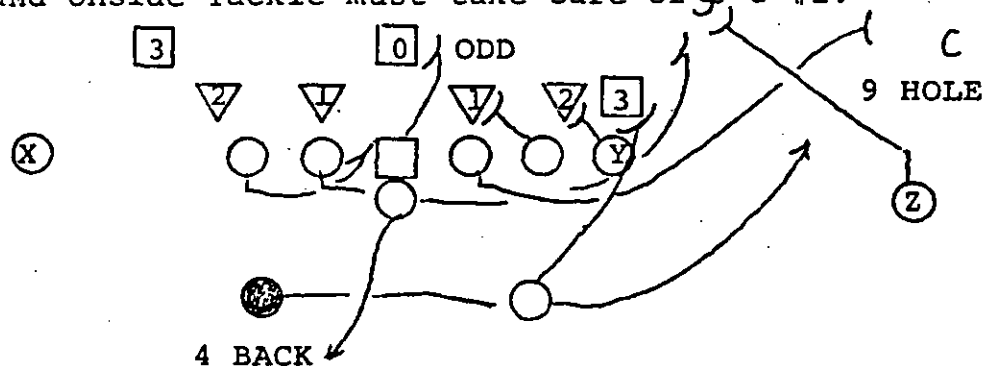
43. TIM In run game, alerts Line and Backs of game plan blocking pattern for certain plays. A call in pass protection (vs. 3-4) alerts Line and Backs to block as a 4-Man Rush.
(Also name given to Defensive Fronts to be covered later.)
44. DIVE An inside quick hitting play in which the ball carrier and the remaining back are both driving into the line of scrimmage.
45. PUNCH Term used to describe double team at point of attack on the onside bubble backer by offside Guard and Remaining Back.

IV. LINE BLOCKING RULE

- A. KNOW YOUR ASSIGNMENTS ON ALL PLAYS. We use a a-count system in which we number the defensive linemen from the inside out so that our blocking rules can be simply stated and easily remembered. Not all plays versus all the defensive fronts can be blocked by the count system. Pay particular attention to the exceptions.



The more you know about other people's assignments the easier it will be to remember your own assignment. For example 49 SWEEP - Sweep means Back on end man on L.O.S. (#3), it follows that Tight End would block #2 and with both Guards pulling the Center and Onside Tackle must take care of 0 & #1.



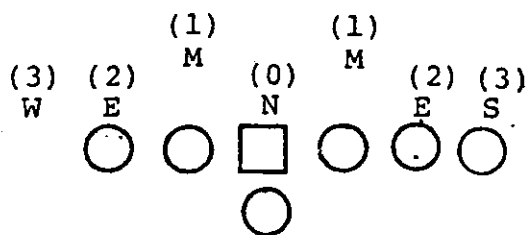
Start by knowing the ball carrier and the block at the point of attack and see if you can't figure out the logic of the other blocks.

Use these methods to improve yourself.

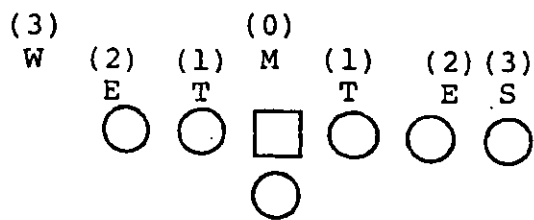
1. Draw plays on paper. Start with ball carrier, point of attack and your position. You can soon learn all positions.
2. Chair Drill
3. Quiz a teammate or have him quiz you.
4. Close your eyes and mentally go through a play.

V. NUMBERING DEFENSIVE FRONTS

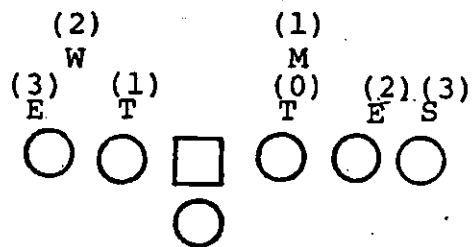
3-4



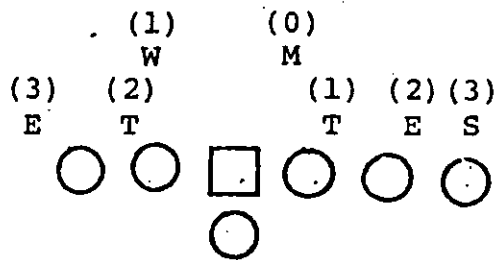
4-3



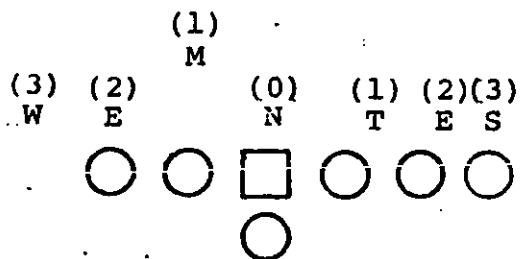
4-30 TIM



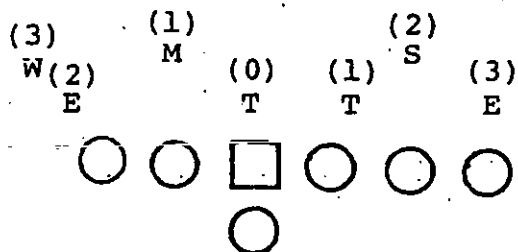
SPLIT 4



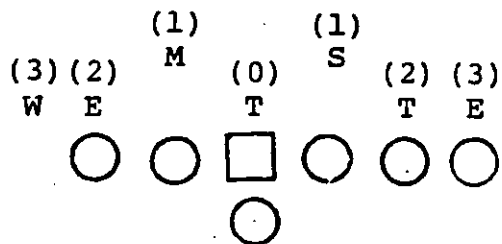
OVER



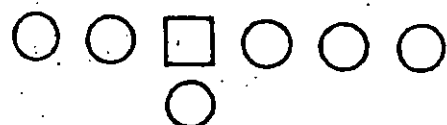
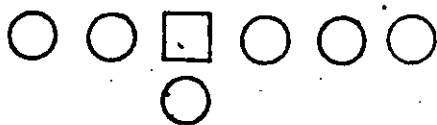
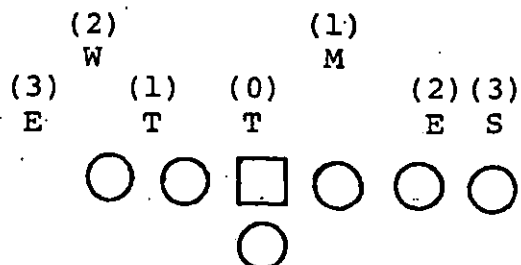
OVER TIM



OVER TOM



UNDER TIM



VI. OFFENSIVE LINE TERMINOLOGY

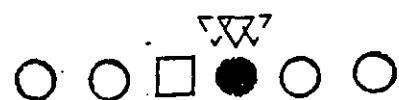
The following words are grouped into categories designated as general terms, location terms, blocking combinations (methods of attacking various segments of a defense by two or more linemen) and techniques. Where possible, the blocking combinations follow a logical sequence, appropriate techniques being grouped with the proper combinations. An alphabetical index is included for quick reference.

ALPHABETICAL TERMINOLOGY INDEX

Ace.....	13	Pick.....	48
Ace Area.....	17	Pinch.....	27
Area.....	16	Pull.....	46
Backside.....	4	Reach.....	24
Base.....	23	Reverse.....	51
Blocking Combinations.....	1	Rim.....	73
Sweep.....	42	Ron.....	35
Bubble.....	22A	Scoop.....	29
Call.....	7	Scoop Wedge.....	74
Covered.....	8	Seal.....	40
Cut.....	69	Set.....	68
Cutoff.....	28	Show Pass.....	67
Deuce.....	14	Slam.....	70
Deuce Area.....	18	Slip.....	25
Drive.....	22	Slip Wedge.....	26
Easy.....	71	Solid.....	78
Even (Sweep).....	44	Splits.....	6
Even (Trap).....	38	Stay.....	45
Fold.....	31	Step.....	57
Force.....	60	Swap.....	30
"G".....	59	Swap Wedge.....	75
Gap.....	5	Switch.....	33
Gap.....	50	Shortie.....	49
Gar.....	55	"T"-7, "T"-9.....	62
Give.....	53	Tag.....	65
Gut.....	56	Tar.....	76
Hook.....	77	Ted.....	72
Influence.....	52	Trap.....	36
L.O.S.....	2	Trey.....	15
Log.....	39	Trey Area.....	19
Lon.....	34	Tug.....	58
Man.....	21	Turn Out.....	66
Mike (Trey Area Situation)...	20	Uncovered.....	9
No.....	47	Void.....	11
"O".....	41	Wham.....	54
Odd (Sweep).....	43	Wheel.....	32
Odd (Trap).....	37		
Offset.....	12		
Onside.....	3		
Over.....	10		

VII. GENERAL TERMS

1. BLOCKING COMBINATIONS -- A method of attacking various segments of a defense by two or more linemen.
2. L.O.S. -- Abbreviation for line of scrimmage.
3. ONSIDE -- The side to which the play is called.
4. OFFSIDE -- The side opposite the play call.
(BACKSIDE)
5. GAP -- The area between the shoulder of one offensive lineman and the shoulder of the adjacent offensive lineman -- also used as a call on rare occasions.
6. SPLITS -- The size of the gaps between offensive linemen.
Will vary according to play called and defense.
7. CALL -- A verbal signal given by a lineman to indicate particular blocking combination -- usually delivered at the L.O.S. by the Center, an uncovered lineman backside, or a covered lineman onside.



8. COVERED -- Indicates man head up or either shoulder on the L.O.S., in a three point stance.



9. UNCOVERED -- Same as covered except that the man is off the L.O.S. (one yard or more) standing up.



10. UP -- Same as covered except that the man is standing, and UP on the L.O.S.



11. VOID -- Indicates a situation in which there is no one aligned in front of an offensive lineman.



12. OFFSET -- Refers to a Nose Tackle in an odd defense, aligned on either shoulder of the Center.



13. ACE -- Double team block on Nose Tackle head up or offset on Center -- involves Center and Onside Guard.



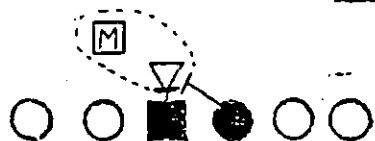
14. DEUCE -- Double team block on #1 man covering Onside Guard -- involves Onside Guard and Onside Tackle.



15. TREY -- Double team block on #2 man covering Onside Tackle -- involves Onside Tackle and Tight End.



16. AREA -- Teamwork technique by two adjacent blockers to insure the L.O.S. and get movement at the point of attack, while accounting for two defenders.



17. ACE AREA -- Area blocking between Center : Onside Guard, accounting for head up or offset Nose Tackle and backside Linebacker.



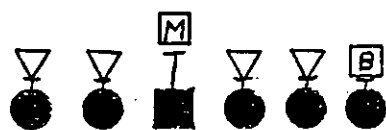
18. DEUCE AREA -- Area blocking between Onside Guard and Tackle, accounting for #1 covered man and Mike.



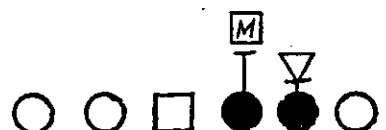
19. TREY AREA -- Area blocking between Onside Tackle and Tight End, accounting for #2 covered man and Mike.



20. "MIKE" (Area Situation) -- A call from the Onside Guard or Onside Tackle to alert his area blocking partner that he can handle the man covering him alone.



21. MAN -- One on one blocking against defender on or off L.O.S.



22. DRIVE -- One on one technique used at the point of attack, in which the blocker explodes into the middle of the defender and drives him off the ball.

- 22A BUBBLE -- Term indicating area in front of a covered lineman. (Same illustration,



23. BASE -- Area blocking between Onside Guard and Tackle to handle a possible ram charge on an INSIDE running play.



24. REACH -- Technique for lineman to block man covering next lineman out, to side of the play. Play is designed to go outside.



25. SLIP -- Center reach onside -- Onside Guard go through outside armpit for first inside Linebacker.

DOUBLE SLIP -- Involves Onside Guard and Tackle.

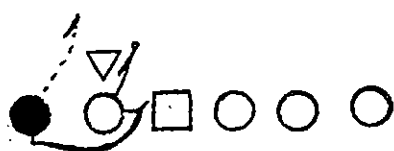
TRIPLE SLIP -- Involves Tight End and Onside Tackle.



26. SLIP WEDGE -- Center and Onside Guard area block on #1 man covering Onside Guard and the first inside Linebacker. Get MOVEMENT on man on L.O.S.



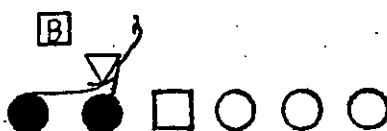
27. PINCH -- Onside Guard reach Onside -- Onside Tackle go through outside armpit of man over for first inside Linebacker. (Vs. Onside Bubble only)



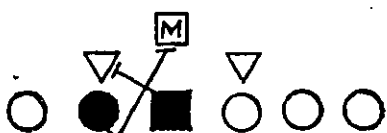
28. CUTOFF -- Technique in which a backside line-
man blocks first backside pursuit



29. SCOOP -- Backside Guard cutoff #0 man covering
Center, with Center going through arm
for first backside linebacker.



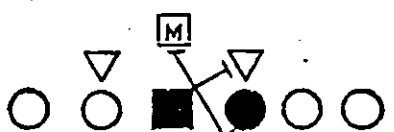
30. SWAP -- Backside Tackle cutoff #1 man cover-
ing backside Guard with backside
Guard going through armpit for first
backside Linebacker.



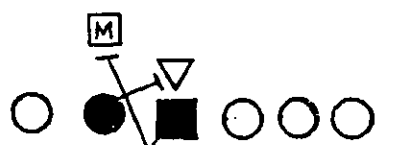
31. FOLD -- Center block back on #1 man covering
backside Guard. Backside Guard drop
step behind Center and block Mike.



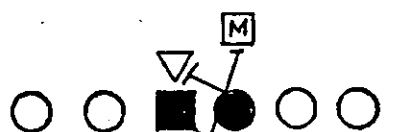
32. WHEEL -- Technique for Center to check Mike,
then block back on #1 man covering
backside Guard. Backside Guard
will pull.



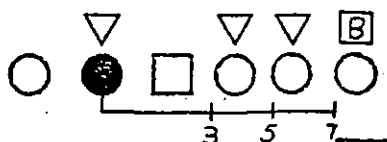
33. SWITCH -- Opposite of Fold - Center block
onside on #1 man covering Onside
Guard. Onside Guard drop step
behind Center and block Mike.



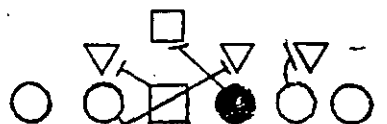
34. LON -- Left Guard block #0 man covering Center
Center step behind Guard and block #1
man, usually a Linebacker over the
Guard. (Could be a call by the Center)



35. RON -- Opposite of Lon, involving the Right
Guard and Center. (Could be a call
by the Center.)

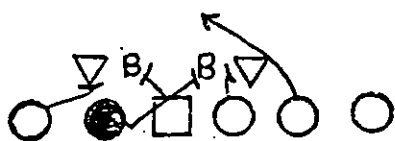


36. TRAP -- Play in which backside Guard pulls
onside and kicks out man in designated
hole (play number).

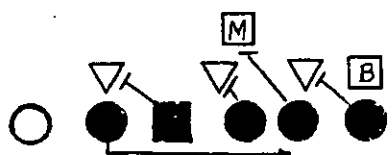


37. "ODD" -- Call on a 2 or 3 hole trap indicati
Onside Guard block Mike. Onside
Tackle blocks #2 man.

38. "EVEN" -- Call on a 2 or 3 hole trap indicating Onside Guard cross behind Onside Tackle to block #2 man - Onside Tackle block first inside Linebacker.
39. LOG -- Technique of a lineman hooking a man you are trying to trap or tug block.
40. SEAL -- Technique to cutoff pursuit from the inside.
41. "O" -- Backside Guard pull and lead up through designated hole.
42. SWEEP - Play in which Onside Guard pulls and takes outside force - backside Guard pulls, leads upfield and seals.
43. "ODD" -- Call on 8 or 9 hole Sweep indicating Onside Tackle block #1 man - Center block #0 man.
44. "EVEN" -- Call on 8 or 9 hole sweep indicating Onside Tackle and Center combination block #0 and #1 man.
45. "STAY" -- Call on 8 or 9 hole Sweep indicating backside Guard cutoff #1 man. Backside Tackle pull and lead.
46. "PULL" -- Call indicating backside Tackle pull and cutoff #1 man.
47. PICK -- Technique of backside Tackle hitting through inside #2 man, if he takes outside release to seal backside Linebacker.
48. "NO" -- Call indicating backside Tackle block #2 man or pick block.



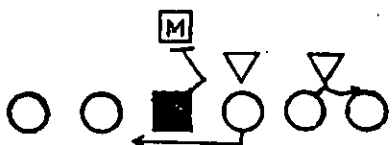
49. "SHORTIE" -- Call for a scheme to Short trap the "A" Gaps.



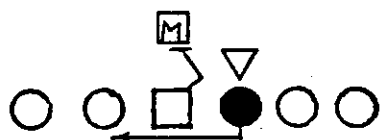
50. "GAP" -- Call indicating Down blocking - linemen block first man to inside - Center block back.



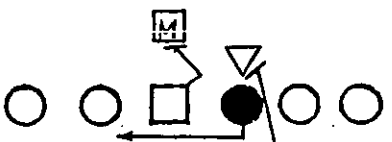
51. REVERSE -- Technique used on gap or down block lineman drives at inside leg of defender, then rotates body to seal also used to influence and seal man covering.



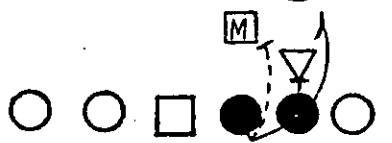
52. INFLUENCE -- Technique used to lure defensive man away from play called. Can be a variety of techniques.



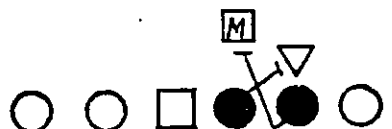
53. GIVE -- Lineman at the point of attack pulling across the Center - Center influences defensive lineman at the point of attack.



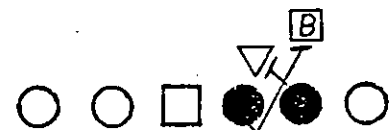
54. WHAM -- Same as Give with a back blocking defensive lineman at the point of attack.



55. GAR -- Onside Tackle drive blocks man covering him - Guard drop steps behind and blocks first inside Linebacker, either around or inside Tackle's block, depending on defender's charge. (Guard Around)



56. GUT -- Guard drives out on man covering Tackle Tackle drop steps behind Guard and blocks first Linebacker upfield. (Guard Under Tackle)



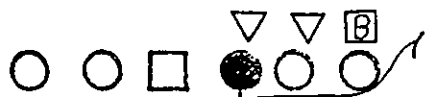
57. STEP -- Tackle blocks down on man covering Guard - Guard drop steps behind Tackle and blocks Linebacker over Tackle. (Guard STEP Around Tackle)



58. TUG -- Onside Tackle block first man inside Onside Guard cross behind Tackle and block first man over or outside Tackle. (Tackle Under Guard) (Technique vs. 2 down Linemen)



59. G -- Onside Guard pull onside and block end man on L.O.S.



60. "FORCE" -- A call to tell a Lineman to pull onside and block first outside Force (\$\$) (Corner).



61.



62. "T" -- A call for Tight End to block down on man covering Onside Tackle - Tackle cross behind Tight End and block man covering or outside Tight End. 7 hole, Tackle will kick out - 9 hole, hook (log).



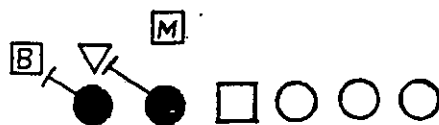
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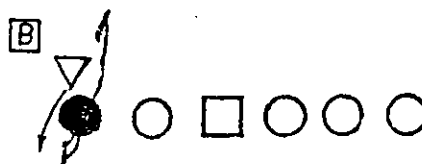
64.



65. "TAG" -- Call for Onside Guard and Tackle to pull and lead onside.



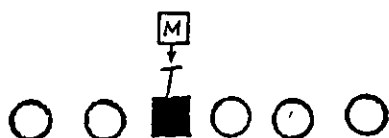
66. ISO -- Onside Guard and Tackle turn out and drive first outside man.



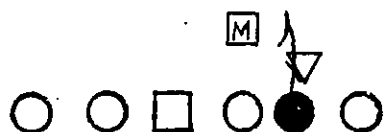
67. SHOW PASS -- Technique in which offensive lineman sets as if to pass block in order to influence man covering him, then moves to block another defender.



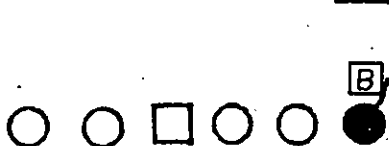
68. SET -- Draw block technique in which lineman sets as if to pass block, then takes man covering him the way he wants to go.



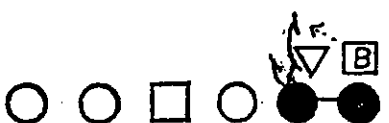
69. CUT -- Technique in which offensive man drives at defender as if to drive block, then dips to make contact in the thigh area.



70. SLAM -- Technique in which lineman hits through man covering him to stop penetration, then continue to assignment.



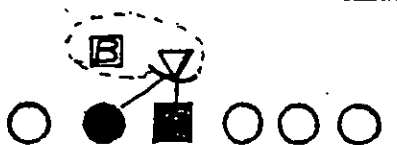
71. EASY -- Outside release thru shoulder of defender by Tight End to block first force.



72. "TED" -- Call for Tight End to cutoff #2 man covering backside Tackle, backside Tackle slam thru #2 going through for #3 man (usually a Linebacker).



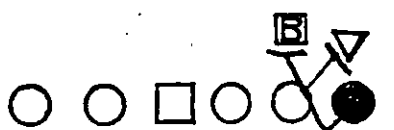
73. RIM -- Backside Guard pulls around Center to block first backside Linebacker.



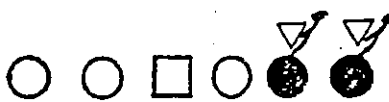
74. SCOOP WEDGE -- Center & backside Guard Area Block on #0 man covering Center and the first backside Linebacker. Get Movement on man on L.O.S.



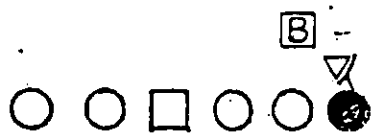
75. SWAP WEDGE -- Backside Guard and Tackle Area Block on #1 man covering backside Guard and the first backside Linebacker. Get Movement on man on L.O.S.



76. TAR -- Tackle drives out on man covering Tight End - Tight End steps behind Tackle and blocks first Linebacker upfield. (Tight End Around)



77. HOOK -- A technique where the offensive player utilizes a lead step up and to the outside at a 45° angle with an outside number target. Thus keeping the defender from pursuing inside out.



78. "SOLID" -- Call for a blocking scheme that cancels the Trey area and alerts Back or Guard of change of assignment. Called when "Y" cannot seal down due to inside alignment of Sam or defensive

OFFENSIVE LINE PLAY

Effective line play begins in the huddle. Upon hearing the play called by the Quarterback, you should begin concentrating on the most important part of your assignment. Visualize the possible defenses, adjustments and calls at the line. Keep the snap count continually in mind. If you are slow coming off the ball or uncertain about anything, you can expect to get licked. It is impossible to be aggressive when you are uncertain.

Intelligent, aggressive line play is vital to the success of a great offensive football team. Each and every lineman should feel that the teams' success is dependent upon his ability to stop the man across the line from him.

No detail should be overlooked, regardless of how minute it may seem on the surface. Each one of you should plan your own individual "GAME PLAN" and "PRACTICE PLAN" for your opponent. Ask yourself these questions about him:

1. Is he a "READER" that is flexed off the line and reacts?
2. Is he a "BLOWER" that charges recklessly?
3. Does he favor pre-determined moves? (Inside? Outside? In then Out?)
4. Does he charge low? or high?
5. Does he use his hands well?
6. Does he seem to use his right arm and shoulder more than his left?
7. Does his alignment give away stunts or games?
8. Can he step first with either foot?
9. Can he be cut?
10. Is he protecting an injury?
11. What are his strengths and weaknesses?
 - a. Speed, reactions, strength, pursuit, and lateral movement.
 - b. Hand position, butt-jerk, arm over or under.

Whenever possible, strive to make the defender take the path of least resistance, (the way he wants to go), then wall him. Make your man escape around behind you so he is forced to take the long path for pursuit. Never allow him the angle on the ball carrier. Each player must have a good understanding of the total play. It is impossible to position yourself properly or to anticipate your man's reaction if you do not have a good understanding of the play.

OFFENSIVE LINE PLAY (Cont'd)

You must have a good understanding of the basic defensive alignments so that you can recognize them immediately. You must be prepared to anticipate which defenses (alignments, charges, blitzes) are used. You must know the situations in which they most frequently occur. You must also know which situations will require a check off to another play, as well as the plays that will be checked to. Based on past experiences and from viewing game films, we will agree on the best method of approaching each situation and defensive man.

I. ALIGNMENT:

- A. LEVEL 1 -- Feet aligned with Center's feet - 2 foot splits.
(Goal Line minimum split - 6 inches)
- B. LEVEL 2 -- Up foot aligned on Center's heel. Guard's -
2 foot split; Tackles - 3 foot split.

II. FUNDAMENTAL POSITION:

This is a crouched position with elbows on your knees, feet spread shoulder width, and pointed straight ahead. From the fundamental position, you should be able to move forward or backward or left or right with equal ease. We will assume this position at the line of scrimmage. Be in good balance to go quickly, without false-stepping, when the play is called on "FIRST SOUND".

III. STANCE:

A. FEET

- 1. Good base - at least armpit width but NEVER wider than your shoulders.
- 2. Perpendicular to line of scrimmage.
- 3. Toes in - heels out.
- 4. OT & OG - No more than a heel to toe stagger.
- 5. OC - As near parallel as possible.

B. POWER PRODUCING ANGLES

- 1. Weight on the balls of the feet.
 - (a) Upfoot heel slightly off the ground to a point where you can see daylight under the heel.
 - (b) Rearfoot heel 1" or 2" off the ground.
- 2. Knees in and over the ankles.
- 3. Want a "Z" in the knee.
- 4. The power producing angles are created by the bend in the ankle and knee joints.

OFFENSIVE LINE PLAY (Cont'd)

III. STANCE (Cont'd):

C. DOWN HAND

1. Placed slightly inside the rear foot.
2. Extended comfortably from the shoulder.
3. Reach out far enough to create a balanced stance.

D. OFF HAND

1. Should rest on the upfoot calf.
2. With the thumb down and finger slightly to the inside.

E. SHOULDERS - PARALLEL TO THE LINE OF SCRIMMAGE.

F. BACK - PARALLEL TO THE GROUND.

G. HEAD

1. Cocked back slightly.
2. Little or no straining on the neck.
3. In a position to create a good bull neck.
4. See the feet of the defenders.

H. THE STANCE MAY BE ALTERED SLIGHTLY TO ALLOW FOR INDIVIDUAL PHYSICAL DIFFERENCES.

I. KEEP YOUR STANCE CONSTANT. BE ABLE TO MAKE ALL THE NECESSARY MOVEMENTS FROM ONE STANCE. DEFENSIVE MEN ARE CONSTANTLY ALERT FOR ANYONE TIPPING THE PLAYS FROM THEIR STANCE.

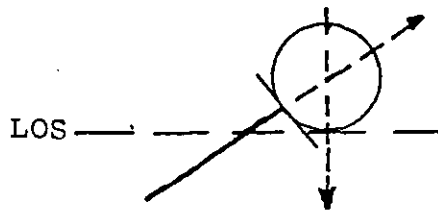
J. WE WILL ALTER THE STANCE ON SHORT YARDAGE AND GOAL LINE SITUATIONS BY DROPPING ONE FOOT BACK FURTHER AND PLACING MORE WEIGHT ON THE HAND.

IV. GENERAL BLOCKING PRINCIPLES:

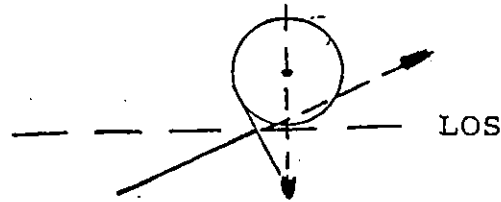
A. Head priority. On each running play, you will be given a head priority and aiming point which indicates the target spot where your head should end up. (This head priority is designed to give you the leverage to force the defender to take the long pursuit angle to the ball carrier.)

B. Cylinder approach. Consider the defensive man to be cylindrical. Aim your head and the path of your momentum on a line through the "AXIS" of the man. This puts your head in the middle of what he presents to you (it may not always be the front of his jersey). The precise angle that you take has many variables (the play called, his alignment, charge, etc.)

CORRECT ANGLE



INCORRECT ANGLE



- C. EYES - Before the snap, visualize the target point. At the snap, locate and direct your head into the proper head priority position. You must keep your eyes OPEN and "LOOK YOUR EYES" and head all the way into your man. "LOOKING YOUR EYES IN" will allow your body and feet to automatically make the proper adjustments. CONCENTRATE on the target where your head is to go.
- D. QUICKNESS - Always work for quickness. Everything we do will be based on our ability to beat our opponents to the "PUNCH". Never hesitate, read or feel your way. Make your opponent react to you. We are on offense.
- E. HIT OR POP - If executed properly, the "POP" will momentarily stop or stun your opponent and enable you to control his charge. "POP" should be delivered up and through your man with the head first, then the shoulder and arm rip, timed a split second behind it to get maximum control. The "RIP UP" of the arm should never precede the "POP". When it does, over-extension results.

V. PROGRESSION OF THE BLOCK

It is important that the following progression be used in exactly the order that is presented. Never try to climb, wall or stick a man before you hit him.

1. HIT	2. CLIMB	3. WALL	4. STICK
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- A. HIT - Hit with a quick, controlled body extension at the moment of contact. It is not absolutely necessary to be bigger or strong than your opponent to get enough "HIT" to control his charge. "HIT" is a matter of quickness, timing, and leverage.
- B. CLIMB - The proper hit will put you into good position to climb your man. Have control of your body so that your head, shoulders, and arms are ripping and lifting UP and THROUGH your man. Tuck or roll your tail under you and bring your feet up under you as you prepare to "WALL HIM OFF" from the play.
- C. WALL - After the proper "HIT" and "CLIMB" has controlled your opponent's charge, you may now "WALL" him by working your feet (short, snappy steps) and body around your opponent to get into position to sustain proper head priority between him and the ball carrier. Utilize his momentum against him.

OFFENSIVE LINE PLAY (Cont'd)

- D. STICK - To sustain your block, you must STAY ON YOUR FEET and maintain pressure with your HEAD and SHOULDERS on the defender with the proper head priority (don't lose it once you've established it). Stay after your man, legs churning, until the whistle blows. Your block is useless unless you sustain it long enough for the back to run through the hole. We want the ground that he stands on. Either pull through with your free arm or use it for leverage to turn your man. If you are unable to wall your man, the runner can often cut back if you run your man past the hole. IT IS IMPORTANT TO THINK OF ALL BLOCKS AS A FOUR (4) SECOND (MINIMUM) INTERVAL.

VI. OFFENSIVE LINE CHARGES

- A. ROLL-OFF
This is used when the defensive man is close enough to make contact on the first step. We will "ROLL-OFF" (hit and step) from the forward foot, while bringing the rear foot through with a short step.
- B. STEP-CHARGE
This is used when contact cannot be made on the first step. We will "STEP-CHARGE" by stepping first with the foot TO the side of the head priority, then "ROLL-OFF", (step Right, hit Right),

VII. POWER BLOCK (STRICT DOUBLE TEAM)

This block is used at the point of attack. We expect to get Movement anytime we have two blockers assigned to one defensive man.

- A. POST MAN (INSIDE MAN)
You are responsible for stopping penetration and for preventing the defensive man from splitting you and the "DRIVE MAN". As soon as you feel contact by the DRIVE MAN, swing your tail toward him and "RUN-OFF" with the defender. Your eyes must look directly into his middle, belt high. Your head should go there first then slide it just inside.
- B. DRIVE MAN (OUTSIDE MAN)
Eyes should look directly at the outside hip of the defensive man. The head should be driven into the hip, then slide slightly outside, away from the Post Man. Concentrate on supplying power and drive for movement on the defender, swing your tail toward the POST MAN as you get movement.

VIII. HOOK BLOCK

- A. STEP CHARGE with the near foot toward the head priority side of the defensive man. (Target point - top of man's outside number.)
- B. Eyes should look at the target point of the man and head placed favoring the outside.

OFFENSIVE LINE PLAY (Cont'd)

- C. HIT first with the head and "Make It Happen" on his side of the line of scrimmage, then control the defender with your hands. Work the feet and body around to wall him off from the play.
- D. STAY UP ON THE MAN. Do not go to cut unless we have previously agreed to do so on this particular defensive man. Going to the ground is a one shot, all-or-nothing situation which we want to avoid whenever possible, stay on your feet.

IX. DOWN BLOCK

- A. Lead step with near foot down the line. The angle you take depends on the defensive man's charge. (The worst thing that can happen is Penetration.) Is he a "BLOWER" or a "READER"? Does he tend to "ROLL OUT" when down blocked? Anticipate the worst thing that can happen & adjust your angle & body control to prevent it from happening.
- B. At the snap, looking at the target will lead your feet to adjust for the proper angle.

X. BLOCKING LINEBACKERS

An assignment on a linebacker is vital. Release through the line with enough force to clear the lineman trying to protect his linebacker.

A. AT POINT OF ATTACK

Come off the ball low and hard, raising only slightly as you approach the linebacker. Feet are spread (shoulder width). Look head into numbers "POPPING" with head and controlling the man by following through with arms and hands (fork-lift technique). Keep your feet moving and take him the way he wants to go. Never be "STUFFED" in the hole. (HIT-CLIMB-WALL-STICK, remain the same but man is standing up and off the line.)

B. AWAY FROM THE POINT OF ATTACK

Release through at a sufficient angle to get head in front as the linebacker flows with the play. Take his pursuit away from him and make him escape you by going on the longest route to the ball carrier. Keep your feet spread and stay low. He will probably try to "JUKE" one way and go the opposite way. CONCENTRATION on his belt buckle and patience will allow you to react to his path. Keep your feet moving and take him the way he wants to go.

XI. PULLING

Speed and quickness are of the utmost importance when pulling. Be especially conscious of the snap count when pulling. Make sure your stance is constant, and you are not "TIPPING".

A. FAR FOOT

Mentally concentrate your body weight on the foot away from the direction of the pull (Far Foot). Pivot on the far foot, pushing off as you start the pull.

B. NEAR FOOT

Take a short jab step with the foot toward the direction of

OFFENSIVE LINE PLAY (Cont'd)

the pull (Near Foot). Come out running and avoid stepping too deep with the near foot.

C. LOCATE YOUR MAN

Turn your head and eyes as soon as you take your first step. Locate your man and watch him all the way. Your eyes will enable you to adjust automatically to the proper angle of approach and position for contact.

D. WASTED MOTION

Avoid "false stepping" or a "dead spot" in your pull. Every step should take you closer to the man you are blocking. The pull should be a continuous fluid motion.

E. LOOK EYES IN

Throw your head in direction of pull - look your eyes into proper head position and your footwork will take care of itself.

XII. BLOCKING DEEP SECONDARY

DESIRE, HUSTLE, and DETERMINATION are all that is necessary to become a successful downfield blocker. Locate the man you are to block on your first step and go after him. Keep your eyes on him all the way. Expect every play to break for long yardage with the idea that your block will be the one to send the play all the way. Never assume that the ball carrier has been tackled until you hear the whistle. Check yourself at the end of each play to see how near you end up to the ball carrier. This is an excellent indication of your desire. Be involved in the play until the whistle blows.

A. BLOCKING OUTSIDE (ON WIDE MAN)

1. Start your approach as if you are going to hook the defender. Make him think the play is going WIDE.
2. When within striking distance of the defender, take an inside out approach to give him only one way to go (most cornerbacks juke inside, then force from the outside).
3. Once the defender has committed himself, get close to him, dip and come up through him. Forcing yourself to take an extra step through him will allow you to run over him without breaking stride.
4. Your eyes should look into his numbers. Keep them open. Head should slip from the middle to in front.

B. BLOCKING DOWNFIELD

1. We will strive to stay on our feet and run through and over the defender. LOOK YOUR EYES AND HEAD INTO HIS NUMBERS.
2. Get as close to the man as possible with the take-off foot before hitting. Get close enough to step on his toes. Come under control without slowing up. (This is the most common error.)
3. Just before contact, dip slightly, and come up and through the defensive man.
4. Swing knee up and through the defender (this will allow you to stay on your feet as you run over the man.)
5. Never hesitate to decide what type of block or footwork you will use. Hit the man anyway you can rather than hesitate.
6. Your body control and angle of approach will determine the type of block you use. All blocks must be thrown with force. Unload up and through the defender. WE WANT HIM ON THE GROUND.
7. A cross body block may be used if you are not in position to block him with your head and shoulder. Concentrate on driving the inside of your body across and through the outside hip of the defender. Aim high at his numbers and unload with force, up and through the defender.

C. "PILLAR OF SALT"

Never look back for the ball carrier. It is the backs job to cut off your block. Throw anyway you can, assuming the ball carrier is right behind you.

D. FOLLOW THROUGH

Sustain open field blocks by:

1. Staying up in his face and dogging him.
2. Roll and scramble.
3. "Crabbing" after him on all fours.

E. PEEL BACK BLOCK

If you cannot get ahead of the ball carrier, use good judgment of when to "PEEL BACK". Never clip and cost us a long gain, especially if the ball carrier has scored or is about to score.

OFFENSIVE LINE PLAY (Cont'd)

XIII. PRIDE

To be a great blocker, you must take pride in the details of your assignment. CUTTING at the point of attack is a COP-OUT and will not be tolerated. When you are at the point of attack, you are to concentrate more than ever on your fundamentals.

XIV. COMBINATION BLOCKS

Our offensive system is based on the principle of two or more players being responsible for reading the relative alignment of two or more defensive players and making the appropriate calls which enables us to gain the best blocking angles. To accomplish this, both players must see both defenders.

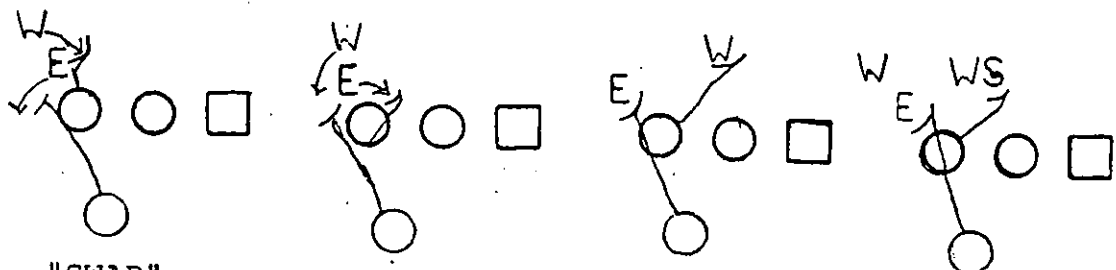
A combination block can be between any two offensive men responsible for blocking two defensive men in a given area. The closer you are to the point of attack, the more any combination block becomes a double team block (the reverse is also true). The technique is the same as described under "POWER BLOCK". It starts as a double team, but now either the post or the drive man will control the defender alone, allowing the companion blocker to come off and take the other defender. Never leave a defender unless your companion blocker has him under control. When we encounter the need to handle situations not declared before the snap, we must read and adjust to the movement after the snap. Remember, it must be an aggressive read with the key being the defender's hip. When the block is declared before the snap, the appropriate accompanying calls are indicated below along with an example of each combination block. (NOTE: Calls may be changed or called off by either man. Use the last call made.) Always note the position of the deep man. This will sometimes tell you what the defensive lineman will do.

A. OFFSIDE CALLS

Offside calls are made in order to gain the best possible blocking angle on the defenders. You can call off a "SCOOP", "SWAP", or "PULL" by calling "STRAIGHT".

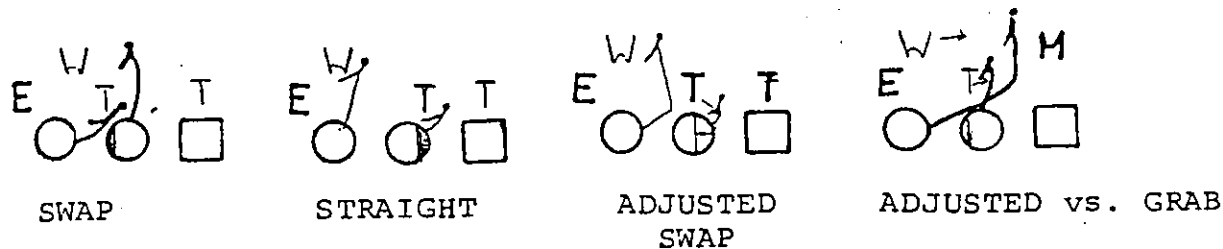
1. DODAD

Teamwork between the OFF TACKLE and the BLOCKING BACK. No call is made. Read it before the snap and adjust after the snap. The Tackle takes the inside man in the area. The Back takes the outside man in the area.



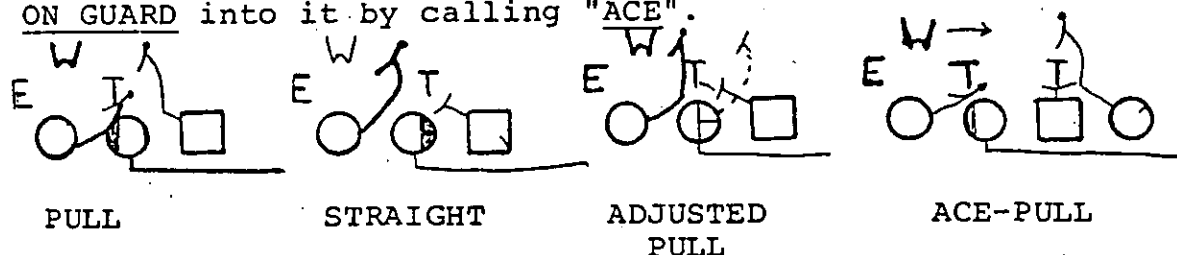
2. "SWAP"

Teamwork between the OFF GUARD and the OFF TACKLE. Called by either man when the GUARD can get through on the line-backer, and the TACKLE can't. Either man may change "SWAP" by calling "STRAIGHT".



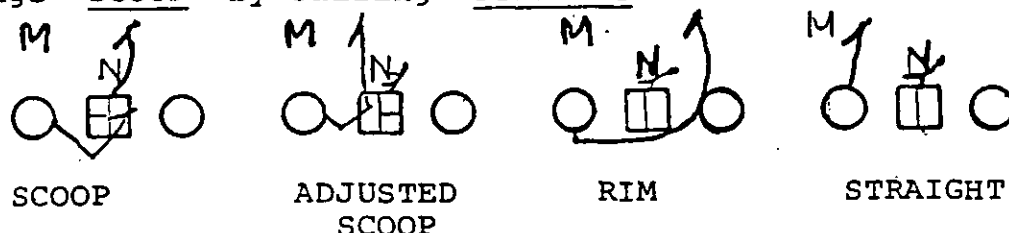
3. "PULL"

Teamwork between the CENTER and the OFF TACKLE. Called by either man when the linebacker is more of a threat to run through and catch play, than the defensive tackle, or when the TACKLE cannot get a cut-off position on the linebacker. Either man can change the "PULL" by calling "STRAIGHT". If the nose tackle will not let the CENTER through on the linebacker, the CENTER can bring the ON GUARD into it by calling "ACE".



4. "SCOOP"

Teamwork between the CENTER and the OFF GUARD. Called by either man when the GUARD cannot get a cut-off position on the linebacker and the CENTER can. Either man may change "SCOOP" by calling "STRAIGHT".



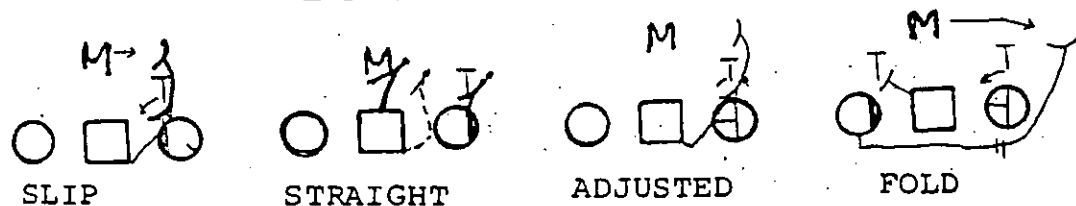
NOTE:

B. ON-SIDE CALLS

If Fold is used as an adjustment for a 6 or 7 hole play, the Offside Guard read the on-side Defensive Tackle's movement.

1. "SLIP"

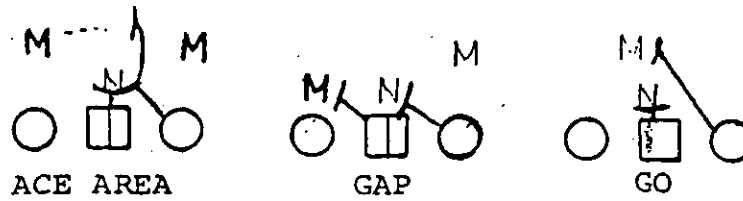
Teamwork between the ON GUARD and the CENTER. Called by the CENTER when he feels he can reach the defensive tackle, and can't get to Mike. Can be changed by either man calling "STRAIGHT".



OFFENSIVE LINE PLAY (Cont'd)

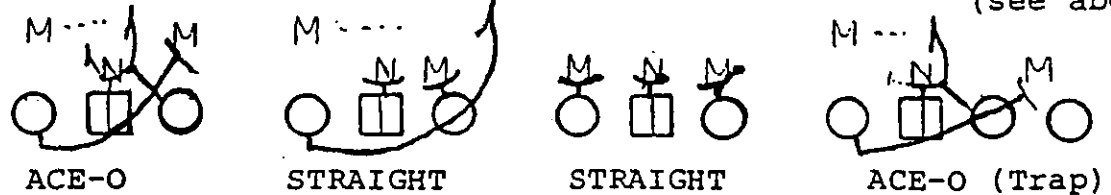
2. "ACE-AREA"

Teamwork between the ON GUARD and the CENTER when they are responsible for the nose tackle and the offside backer. Called by the CENTER to reaffirm the blocking assignment and the technique. Can be changed by either man calling "GAP" or "GO".



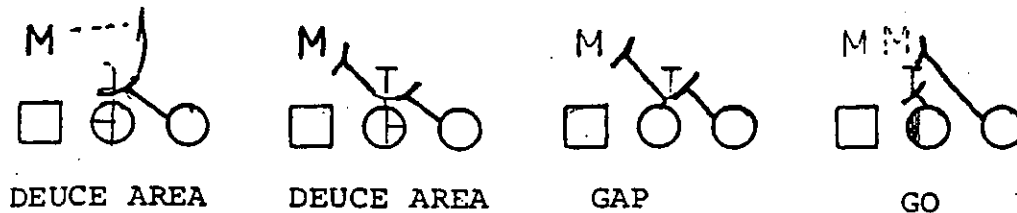
3. "ACE-O"

Teamwork between the CENTER and the ON GUARD with the OFF GUARD pulling and trapping the bubble. Called by the CENTER to reaffirm the blocking assignment and technique. Can be changed by ANY MAN calling "STRAIGHT", "GAP", or "GO". (see above)



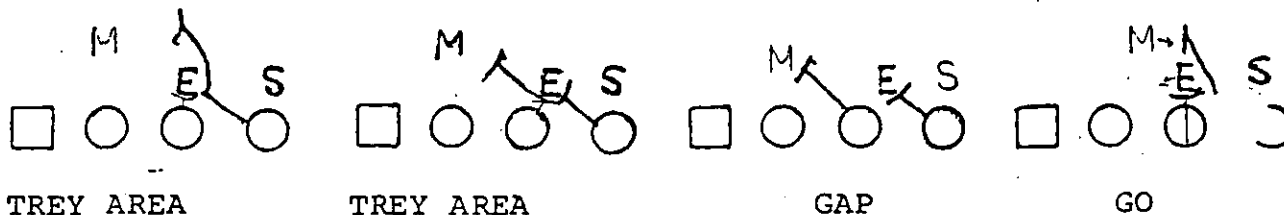
4. "DEUCE AREA"

Teamwork between the ON GUARD and the ON TACKLE when they are responsible for the defensive tackle and middle linebacker. Called by the ON GUARD to reaffirm the blocking assignment and technique. Can be changed by either man calling "GAP" or "GO".



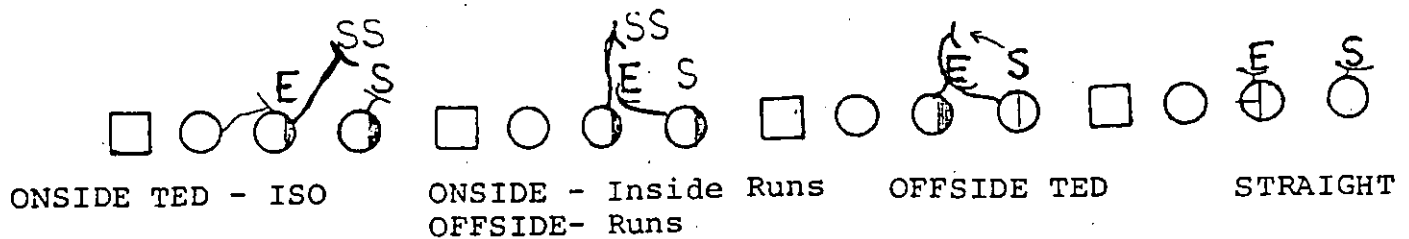
5. "TREY AREA"

Teamwork between the ON TACKLE and the TIGHT END when they are responsible for the defensive lineman over the ON TACKLE and the INSIDE LINEBACKER. Called by the ON TACKLE to reaffirm the blocking assignment and technique. Can be changed by either man calling "GAP" or "GO".



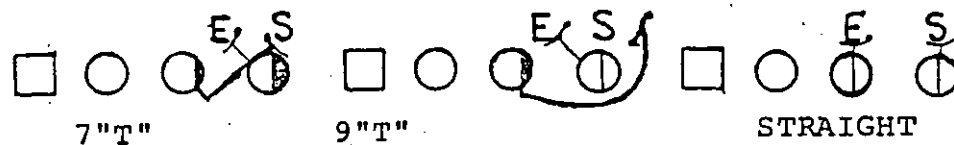
6. "TED"

Teamwork between the TACKLE (ON or OFF) and the TIGHT END when they are responsible for the defensive lineman over the TACKLE and the outside linebacker. Called by the TACKLE to reaffirm the blocking assignment and technique. Can be changed by either man calling "STRAIGHT".



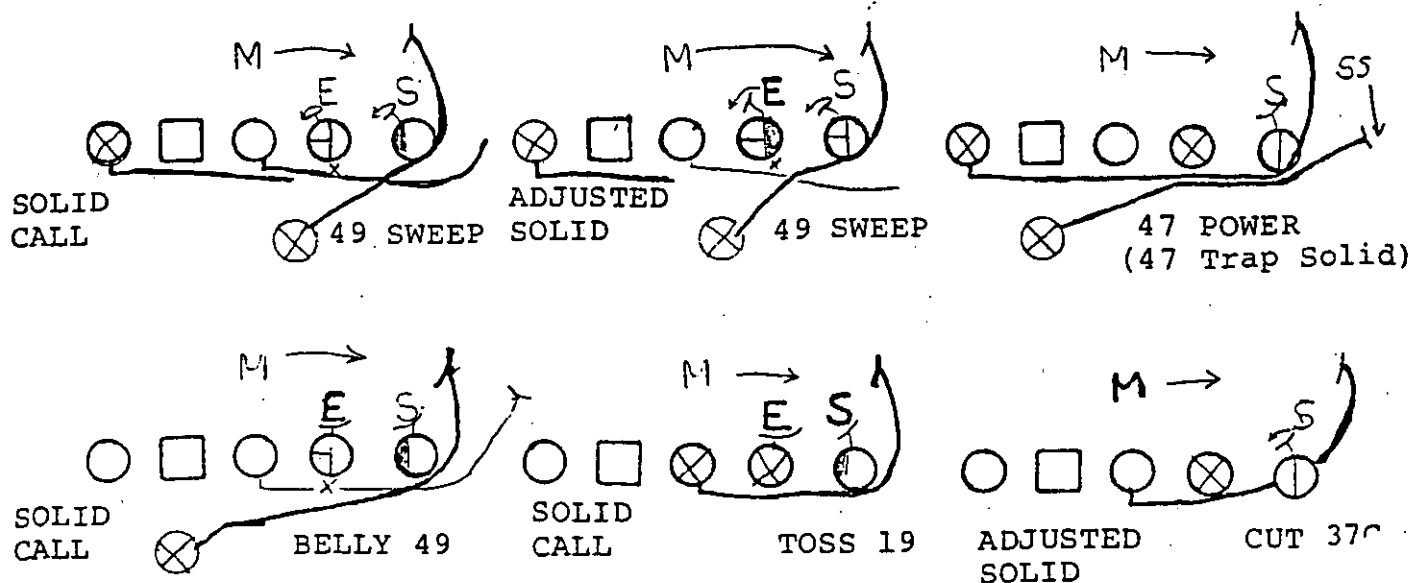
7. "T"

Teamwork between the ON TACKLE and the TIGHT END. Can be called in the huddle with the play by the QUARTERBACK. Can be changed at the line by either man calling "STRAIGHT".



8. "SOLID"

An adjustment between EITHER GUARD or BLOCKING BACK and ON END. Called at the line as an adjustment by the ON END to the GUARD, or to the BLOCKING BACK, when the ON END cannot get the cut-off position on the inside linebacker. The END is telling the companion blocker (the GUARD or BLOCKING BACK) to go around his block on the outside man and seal off the inside linebacker.

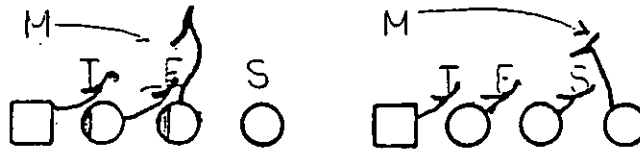


⊗ DENOTES PLAYERS INVOLVED IN THE CALL.

NOTE: "Solid" call alerts ball carrier the play will be run wider.

OFFENSIVE LINE PLAY (Cont'd)

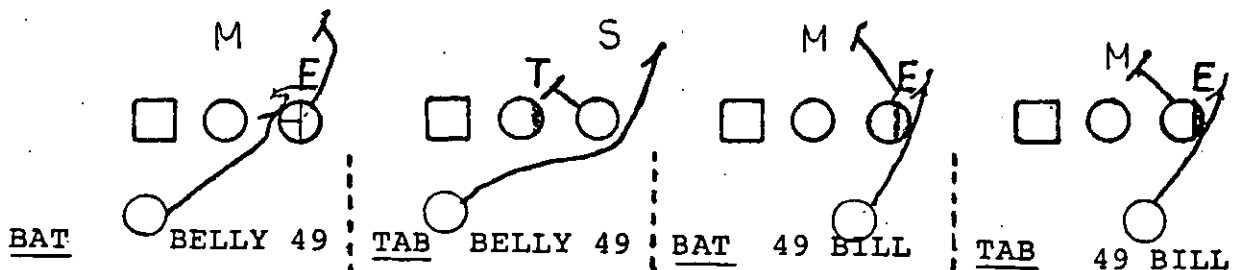
9. "DOUBLE SLIP" (SHORT YARDAGE - GOAL LINE)
Teamwork between the ON TACKLE and ON GUARD when they are responsible for the defensive end and inside linebacker (TE involved = Triple). Call "DOUBLE SLIP" only when sure that defensive end is going to ram.



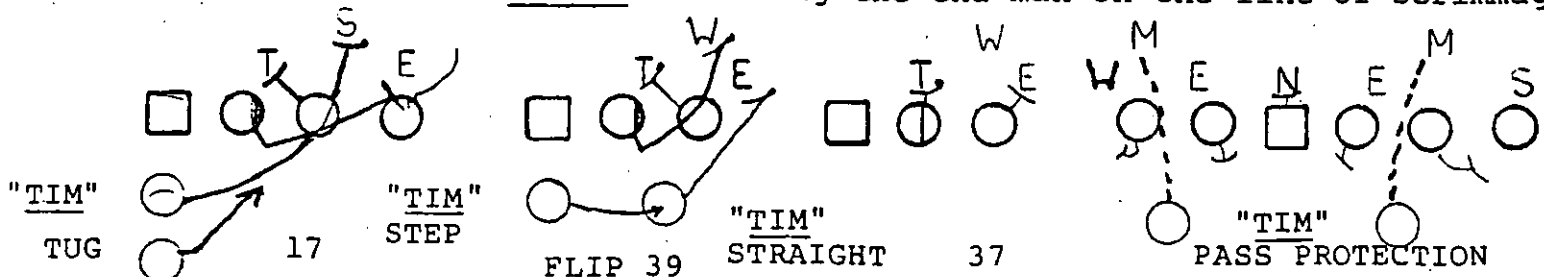
DOUBLE SLIP

TRIPLE SLIP

10. "BAT"
Teamwork between the ON TACKLE and the BLOCKING BACK, when they are responsible for the defensive lineman over the ON TACKLE and an INSIDE LINEBACKER. Called by the ON TACKLE when he feels he cannot get a cut-off position on the linebacker. Can be changed by the ON TACKLE calling "TAB". Can also be an adjustment after the snap.

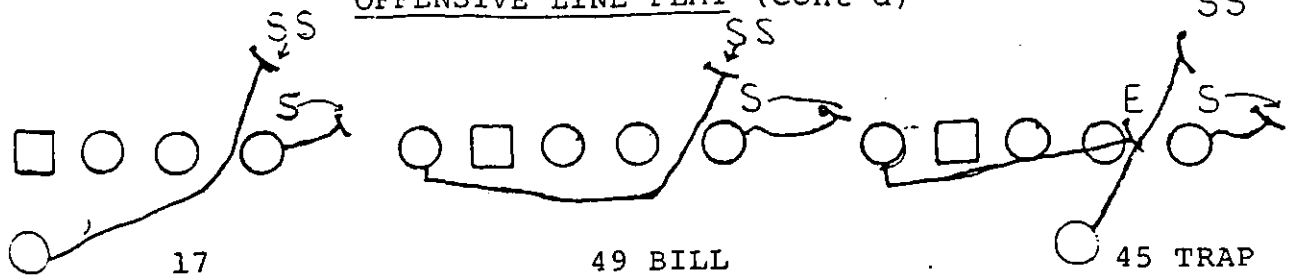


11. "TIM" -- An adjustment between the ON SIDE TACKLE and GUARD, BLOCKING BACK and BALL CARRIER, when they are responsible for the defensive lineman over the Guard, the linebacker in Tim location and the end man on the line of scrimmage. Called by the OFFENSIVE TACKLE that is involved. The ON SIDE TACKLE in a running situation, is telling the GUARD to adjust the blocking scheme and the BLOCKING BACK and BALL CARRIER to adjust their tracks. In a passing situation, the TACKLE is telling the BACK to take the linebacker in the Tim location and the TACKLE is taking the end man on the line of scrimmage



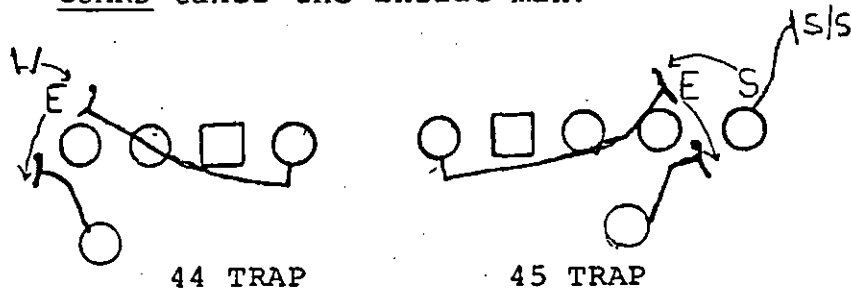
12. "SAM ZONE"
An adjustment between either the TIGHT END, the BLOCKING BACK, or the PULLING GUARD. No call is made. We must read and adjust to the movement after the snap. The TIGHT END or BLOCKING BACK takes the outside man in the area and the blocking companion takes the inside man.

OFFENSIVE LINE PLAY (CONT'D)



13. "OUTLAW"

An adjustment between the BLOCKING BACK and the PULLING GUARD. No call is made. We must read and adjust to the movement after the snap. The BLOCKING BACK takes the outside man in the area and GUARD takes the inside man.



CENTER FUNDAMENTALS

The Center must be the leader of the offensive line. The majority of the line calls are to be made by the Center, and to do this he must first have a clear understanding of the concept of the plays we will use. He must know the assignment and adjustments of all the offensive positions. He must be able to recognize the defenses and be able to quickly determine which calls to make to gain the best blocking angles. The Center must also be quick and consistent. Work to improve your quickness in every drill. Our whole emphasis will be to establish consistent, high quality performance and everything must start with the Center.

I. STANCE

- A. The FEET should be as even as possible to enable stepping first with either foot. Both feet should be spread wider than the shoulders and pointed straight ahead.
- B. The KNEES should be comfortably spread and slightly flexed.
- C. The HIPS are as high as possible while still allowing you to be able to charge forward. Keep your back parallel to the ground.
- D. Have your HEAD up. Be able to scan and recognize the defense for proper calls. Don't tip your block with your eyes.
- E. If you use one hand to snap, rest the forearm of your free arm on your knee. You may use two hands on the ball if you wish.
- F. BALANCE - Your weight should be on the insteps of both feet (little or no weight on the ball). Be able to move laterally to either side, or forward or backward, without cheating or tipping your stance.

II. THE BALL

- A. POSITION
The ball should be positioned slightly to the right and forward of your head. Extending the ball in front of you will give you better cut-off angles, because the defenders will not be as close to you or your teammates.
- B. LACES
The ball should be held with the laces up and the needle valve in the palm of your hand, or by the Quarterback's preference.

III. SNAPPING ARM AND HAND.

- A. The ARM should be extended but not strained (never bent).
- B. HAND - Fork the front part of the ball with the thumb and forefinger, keeping your wrist straight.

IV. EXCHANGE

- A. COUNT
LISTEN to the QUARTERBACK. Do not anticipate the count. Snapping the ball too early penalizes the rest of the linemen by giving the defense an advantage. Snap the ball on the "HUT".
- B. SNAP
LIFT the ball directly into the Quarterback's hands without bending your elbow. The action should be one quick movement.
- C. POSITION OF THE BALL
The position of the ball is at a 45 degree angle in the crotch. Make no effort to turn the ball as it will turn naturally.
- D. LIFT (POP)
Make the ball slap against the Quarterback's hand. Hold onto the ball until it hits the Quarterback's hand. Hear the pop. Never throw the ball up to the Quarterback.
- E. MOVING ON THE COUNT
Be stepping to your assignment as the ball leaves the ground. Drive from your stance with the starting signal. All of this is one movement - the smack of the ball and moving of your foot as you hear the starting count.

V. MAKING CALLS

- A. You are responsible for making your calls LOUD and CLEAR. Repeat your calls if necessary. Make them as soon as possible to allow those who must hear you time to adjust.
- B. On first or second sound plays, make the calls before the linemen are set on the line of scrimmage.
- C. Never make calls without first seeing the alignment of the defense.

OFFENSIVE BACKFIELD FUNDAMENTALS

I. STANCE

A. THREE POINT STANCE (FB & HB POSITION)

1. Head up, back parallel with your butt as high as your shoulders.
2. Slight stagger of feet - heel and toe relationship and approximately shoulder width.
3. Weight should be well balanced on the inside balls of the feet to enable you to start in any direction with ease. It is of utmost importance that you have good forward and lateral movement.
4. Head and eyes looking straight ahead. Do not point.
5. Hand in contact with the ground is not for weight support but for balance, and should be directly in front of the shoulder. The other hand is across the thigh, loose fisted.

COACHING POINT

Make sure that you don't give the play away by leaning or changing your stance.

B. TWO POINT STANCE (HB IN THE "I" FORMATION)

1. Feet parallel, approximately shoulder width.
2. Weight should be well balanced on the inside balls of the feet to enable you to start in any direction with ease. It is of utmost importance that you have good forward and lateral movement.
3. Head up, back as vertical as comfortable.
4. Hands on thighs and do not lock elbows.
5. Head and eyes looking straight ahead. Do not point.

COACHING POINT

Make sure that you don't give the play away by leaning or changing your stance.

II. START

- A. When carrying the football, initial quickness can be the difference between being average and being great.
- B. We direct you on courses to decision points. Get there with all the speed and quickness possible.
- C. You do not have to be a sprinter to be a great Back providing you can move those first five yards with speed and foot quickness.

COACHING POINT

Use your drive leg (2nd step) for acceleration. Do not false step or over-stride.

III. EXCHANGE

- A. As you take your first step, focus your eyes on the blocking at the point of attack so that you can break to daylight.
- B. Your elbow to the side of the Quarterback must be shoulder high, the forearm parallel to the ground and the back of the hand, with thumb pointed down, touching the far shoulder.
- C. The far arm should be placed across the belt with the palm up. The elbow should be slightly raised away from the hip as a back stop.
- D. Let the Quarterback put the ball in the pocket. Never look for the ball and do not slow down to receive the ball.
- E. Do not grab for the ball, receive the ball by feel. Cover over the ball as you feel it, bringing the upper hand down over the outside point of the ball and the lower hand up under the inside point of the ball.
- F. After the exchange, the forward tip of the ball is covered and fits in the web of the fingers. The back tip of the ball rests inside the forearms and against the ribs. You must APPLY PRESSURE to BOTH ENDS of the BALL.

IV. BALL CARRYING

- A. SPEED and QUICKNESS IS IMPORTANT. Hard running with an intense DESIRE TO MAKE YARDS is more valuable. Drive for yards, struggle for feet, fight for inches. Remember GOOD BACKS are measured by how many yards they gain -- GREAT BACKS are measured by how many yards they gain after the first hit by a defender. (You must be able to break the first tackle.)
- B. Good practice habits make good ball carrying skills second nature. In practice, develop the habit of running hard for 20 yards upfield after you cross the line of scrimmage. Make a move and accelerate.
- C. Good running sense is essential. Know the down and distance to be gained. By getting the necessary yards, we will maintain the ball possession we need to keep our drives alive.
- D. Vision is one of the most important aspects of ball carrying. Follow your interference and help set up the blocks. "THINK AND RUN WITH YOUR EYES."
- E. Do not get too close or stay too long with your blockers as you will not be able to make the proper cut.
- F. Get squared up and upfield as soon as possible, too many moves will be unproductive
- G. Whenever possible, work the ball into your off arm away from

OFFENSIVE BACKFIELD FUNDAMENTALS (Cont'd)

the contact of the defenders, so you can keep your arm free to ward off tacklers, and avoid initial hit of defender on the

- H. Keep the web of your fingers over one end of the ball and tucked securely between your forearm and body.
- I. Never switch the ball in traffic. Always cover the ball with both arms when in heavy traffic.
- J. DO NOT FUMBLE! Take care of the ball. Protect it with both hands and arms in heavy traffic or when going down.
- K. Always fall forward toward the goal line.

V. POINTS OF AIM & COURSES

- A. In order to obtain a good mesh between the Quarterback, blocker or faker and ball carrier, we establish points of aim and courses.
- B. A point of aim and course is the reference point at which the ball carrier and blocker/faker direct their initial course.
- C. A POINT OF AIM and COURSE is established according to the design of the backfield action.
- D. A POINT OF AIM and COURSE may be any part of any offensive or defensive player.

VI. FAKING

- A. Faking is a vital part of our offensive backfield play.
- B. A good fake helps our blockers. If you fake well, we do not need two blockers to attack one man.
- C. A good fake will account for three or four defenders while a good block will only account for one -- carry your fake five yards beyond the line of scrimmage.
- D. Your exchange mechanics should be the same as when you receive the ball. Do not be unnatural or over-exaggerating in your movement.

VII. BLOCK FUNDAMENTALS

- A. THE FOUR SECOND INTERVAL OF BLOCKING
Blocking is a matter of POSITION, CONTACT, LEVERAGE and FORCE. Anyone can become a good blocker if he has the following characteristics:
 - 1. Courage
 - 2. Determination
 - 3. Intelligence
 - 4. Willingness to give maximum effort for four seconds.

A good blocker is an indispensable individual to any good football team. If you will apply an all-out determination, hustle,

and drive for four seconds, WE WILL BE AN OUTSTANDING TEAM. The above characteristics are vital in sustaining and finishing a block.

B. PRE-SNAP READ

Always take a pre-snap read to identify your probable assignment prior to the snap.

C. STANCE

You must always be in a balanced stance. One that will allow you to take the proper step in correlation with the proper approach for the block being used.

D. APPROACH

Each block has an initial approach and you must concentrate on this course as you start. On your first step get your eyes on your target immediately. Vision is one of the most important aspects in blocking. You must locate the man and keep your eyes on the target as he is not going to stand in one place. Anticipate defender's reaction to play action. Concentrate on your target, move quickly but under control, and adjust your approach on the move accordingly.

E. BODY POSITION

Make sure you get to a good hitting position by lowering your center of gravity and bending your knees. Never bend at the waist or lower your head.

F. BASE

Maintain a good base at all times with your feet approximately shoulder width apart.

G. CONTACT

Block Through the man not to the man. Keep your head up and eyes on your target. Hit from a low to high plane and keep your feet moving on contact.

H. FINISH

Finish your block by exploding through the man. Maintain contact by keeping your knees bent, head up, back at the proper angle your feet Under you, driving the full four seconds.

I. PRIDE

To be a good blocker, you must take pride in doing the little things. Pay strict attention to the details of the fundamentals involved! Never is this more important than when you are blocking at the point of attack. It is the time to execute the basic fundamentals more than ever.

INDIVIDUAL RUN BLOCKS

KICKOUT BLOCK

The Kickout Block is used in connection with the 6 & 7 hole plays.

TECHNIQUE

The Technique is dependent upon the point of attack! 6 and 7 hole Kickout Block (head inside).

OFFENSIVE BACKFIELD FUNDAMENTALS (Cont'd)

A. PRE-SNAP LOOK

Locate your assignment. Usually the Sam Linebacker. Your concentration point is the outside hip of the offensive Tackle.

B. APPROACH

Explode out of your stance by stepping with the near foot for outside hip of offensive Tackle. Continue straight at that point full speed under control on your approach ready to adjust to his movement. ANTICIPATE HIM CLOSING. Keep the knees bent, your head up, eyes open and feet apart.

C. CONTACT

Butt him with your forehead on the target (head on inside hip) and attempt to run through him. Hit on the rise and keep your feet moving at impact.

D. FINISH (FOUR SECOND INTERVAL)

Maintain a good base and keep your head up and feet moving. If you get a stalemate, keep your feet moving, create movement driving defender out of the hole.

E. COACHING POINT

If the man is going to escape, make sure it is to your outside. Keep your hips and butt in straight alignment with your head and shoulders at impact. Work your butt into the hole.

HOOK BLOCK

TECHNIQUE - 8 AND 9 HOLE

This block is used primarily with the 48 & 49 Sweep on the end man.

A. PRE-SNAP LOOK

Locate your assignment, usually a Sam linebacker but it could be a defensive end in an over stack defense. Your concentration point is the defender's outside hip.

B. APPROACH

Explode out of your stance stepping with your near foot for the outside foot of the Tight End. Drive for this point, always attempting to get there even if the defender moves IN or OUT. Don't bow out or round your approach. Be alert to cut if he penetrates or attempts to go under you.

C. CONTACT

Drive through your target driving your head at his outside hip. Strike off your outside leg. This will create upfield movement and decrease lateral movement by the defender. Work your butt to the outside.

OFFENSIVE BACKFIELD FUNDAMENTALS (Cont'd)

D. FINISH (FOUR SECOND INTERVAL)

Keep your head up, feet apart and moving on impact. As long as he is standing, you stay up, moving upfield. Do not lunge or leave your feet too soon.

E. COACHING POINTS

The most important coaching point is driving past the man. Step on his toes! This prevents lunging. Make sure you do not let him get under you.

CUT BLOCK

A block used anytime on LB or S/S if he is not sitting directly in the hole.

TECHNIQUE

Concentrate on your man. Drive directly at man as if you are going to block him high. At the last second cut him. Don't worry which side your head is on unless you have an angle.

The most important point is that you don't slow down or stalk the man. Run thru the defender, get as close as possible to him and don't leave your feet.

BUTT BLOCK

This block is used primarily with the straight plays (38-39). But will be applied to other plays.

TECHNIQUE

Drive for the outside leg of the offensive Tackle and block the inside or outside hip depending on play.

A. PRE-SNAP LOOK

Locate the defender. He is yours all the way. Your concentration point is the INSIDE or OUTSIDE hip.

B. APPROACH

Step with your near foot. Sprint for the outside leg of the offensive Tackle. Move full speed under control with your eyes on the defender. Be ready to adjust your course to his movement. Whenever possible, go outside your Tackle to block him. This helps widen the hole for the ball carrier. If he is aligned on the line of scrimmage, expect penetration. Be prepared to cut him.

C. CONTACT

Concentrate on your target! Butt him with your forehead and run through him. Do not break stride. Knock him straight back. Strike on the rise and keep your feet moving on impact.

OFFENSIVE BACKFIELD FUNDAMENTALS (Cont'd)

D. FINISH (FOUR SECOND INTERVAL)

Keep your head up, eyes open, knees bent, feet apart and moving. Knock him straight back.

E. COACHING POINT

Step with your near foot first. Determine the defender's movement on your first step. Stay on your course.

REPLACEMENT BLOCK

This block is used when replacing a pulling Guard on the line of scrimmage, at or away from the point of attack. This block is used in connection with 2, 3, 8, 9 hole plays. You must prevent penetration and pursuit.

TECHNIQUE

Sprint for blocking leverage straight to inside leg of the Offensive Guard.

A. PRE-SNAP LOOK

Locate your assignment which is the defensive tackle.

B. APPROACH

Explode out of your stance stepping first with your near foot for the inside foot of the onside Guard's stance. Aim your outside shoulder at a point four inches above the defender's inside knee. Be prepared to cut if there is quick penetration.

C. CONTACT

Concentrate on your target! Aim your outside shoulder at the inside knee of the defender. Drive your shoulder through and beyond the defender. Cut his legs out from under him.

D. FINISH (FOUR SECOND INTERVAL)

Keep your head up, eyes open, back parallel, feet apart and moving. Cut him down at the spot.

E. COACHING POINT

If the defender stunts in (spike's) across your face and you can't get your outside shoulder on his inside half, continue to lead through the hole.

TRACK BLOCK

TECHNIQUE - 8-9 HOLE (EXAMPLE: Belly 49)

This will be either a replacement block, using your inside shoulder,

OFFENSIVE BACKFIELD FUNDAMENTALS (Cont'd)

or a lead block on the Mike linebacker depending on the front or the Center's call (Odd/Even). If blocking Mike, use a tracking technique. BE SURE TO TAKE A STEP UP FIRST!

A. PRE-SNAP LOOK

Locate your possible blocking assignment. Recognize whether it's an even or odd front. Listen for the Center's call.

B. APPROACH

Explode out of your stance taking a lead step at the outside foot of the Onside Guard. If it's a 4-3 Defense, Replacement Block the defensive tackle. If an even call is made, lead step, check the defensive tackle (replace) N/T go through for Mike, take the path of least resistance and anticipate Mike moving to the point of attack. Keep your approach outside Mike; keep him on your inside shoulder.

C. APPROACH

If call tells you to block the defensive tackle, use Replacement Block fundamentals. Aim your inside shoulder at a point four inches above the defensive Tackle's outside knee. Be prepared to cut if there's quick penetration. When blocking Mike, block him with your inside shoulder, keeping your head between him and the ball. Stay up on Mike, throw if you're losing him. Work your butt toward the point of attack.

D. FINISH (FOUR SECOND INTERVAL)

Apply all the basic fundamentals.

E. COACHING POINTS

Be alert for changes in the defensive front and call. When blocking Mike, alert run thru, anticipate him moving to point of attack. When executing the tracking technique, always take a lead step to insure Center's reach on defensive Tackle. (Odd call to an onside bubble block the bubble linebacker.)

F. RAM ADJUSTMENT (NOTE ADJUSTMENT)

Tackle and Fullback will Bat Block on defensive end and Mike with Tackle blocking outside of the two and Fullback inside of the two. If end Rams, cut him. If end 2 gaps, track Mike.

LEAD BLOCK

The Lead Block is either a "CLEAN" block with the Center or Guard depending on the front, or an isolation block on a linebacker at the point of attack. Lead through the hole called (also applies to Belly action with clean rule).

TECHNIQUE (EXAMPLE: 55 LEAD ISO)

Lead step, driving for the inside of the hole called. Block the

OFFENSIVE BACKFIELD FUNDAMENTALS (Cont'd)

defender as he stands.

A. PRE-SNAP LOOK

Check the defense at the point of attack. Try to anticipate your possible blocking assignment.

B. APPROACH

Explode out of your stance with a lead step to the inside of the hole called. While on your approach, read the defense all the way. Stay tight to the inside of the hole. Only leave if the hole is clear and the linebacker appears from the outside. Be prepared to seal inside on a down lineman or linebacker, coming from the inside out.

C. CONTACT

Your reference point is the outside foot of the lineman at the point of attack (not an individual defender). If a defender comes off the lineman inside the hole, block him, using your inside shoulder. If the defender comes off outside the hole, use your outside shoulder. If the hole is clean and a linebacker appears, use a "BUTT" block through the numbers. N/T continue for Safety. DO NOT STOP IN THE HOLE.

D. FINISH (FOUR SECOND INTERVAL)

You cannot get stuffed in the hole. Execute basic fundamentals. Good base, head up, eyes open, feet apart and MOVING.

E. COACHING POINT

Read on the move. Do not wait for something to happen. On Draws, the linebacker is yours all the way.

PICK BLOCK

A two man combination block used primarily on the backside of a running play. The Back will block the outside of the area and the Tackle will be responsible for the inside of the area (can also apply onside (BAT) EXAMPLE: 45 Trap)

TECHNIQUE

Concentrate on your blocking assignment.

A. PRE-SNAP LOOK

Locate the two men in your assigned area. Their alignment position may define which man will be yours.

B. APPROACH -

Explode out of your stance, stepping with your outside foot at the INSIDE LEG OF THE TACKLE. While on your approach, read the charge of the two people in that area. Continue on your course.

C. CONTACT

Make contact with your outside shoulder on any man that crosses your face. Put your outside shoulder through the inside hip of the defender. Hit on the rise and work your feet on impact.

D. FINISH

Do not allow the defender to escape to your inside. Maintain a good base and keep your head up, eyes open, feet apart and moving. Work your butt toward the hole.

E. COACHING POINT

Be prepared to block as soon as you leave your stance. If the man in your area takes a hard or wide outside rush, continue upfield to the next man.

PRINCIPLES OF OUR PASSING GAME

1. Throw to the Receiver who is single covered or in an open area of a zone defense. This includes the Backs.
2. The Quarterback will key defense and will throw to this Receiver.
3. There will be only one or two primary Receivers called but all Receivers will run good routes because the defense may dictate a primary Receiver other than the ones called.
4. The Backs must run good, fast routes to force the linebackers to cover close or get open as the primary Receiver. Eliminates deep Receiver help.
5. The Quarterbacks and Receivers must discipline themselves to the proper depth of the drop back and routes to have proper timing.
6. Eliminate interceptions.
 - A. Good routes by the Receivers.
 - B. Proper drop back by the Quarterback (quick, proper depth, proper footwork).
 - C. Backs run good, hard routes to beat or occupy the linebackers.
 - D. Backs pick up designated linebackers if they dog.
 - E. Good pass protection by the Linemen and proper pickup of dog. (4 seconds)
 - F. Proper reading of defenses by the Quarterback before the snap or on the move.
 - G. Step up in the pocket and throw on rhythm.
 - H. Throw the ball away if the Receivers are covered. Do not force the ball.
7. Know the types of coverage:
 - A. Man to man principle.
 - B. Zone principle.
8. Attacking man to man principle:
 - A. Good moves by the Receivers and Backs in running routes.
 - B. Proper timing between the Quarterback and the Receiver.
 - C. The tighter the defender plays the better the fake or move must be. This includes the bump and run.
 - D. The looser the defender plays the more the receiver must threaten to go deep.
9. Attacking the zone principle:
 - A. Spread the zones or areas out by bigger splits in your line-up.
 - B. Avoid being knocked off by the man in the short zones.
 - C. Know whether to go inside or outside of a rotation your direction.
 - D. Run to the proper area of zone.
 - E. Run deeper routes with no moves. This eliminates the short area help.
 - F. The Quarterback and Receivers have proper timing.

10. Protecting the Quarterback.

- A. Linemen, Backs and Tight End must know all pass blocking rules and be able to co-ordinate your efforts to give the Quarterback time to set up and make his throw on rhythm. The Quarterback needs at least four seconds on dropback and play action passes to have sufficient time to be able to set up, read the defense, and throw the ball on the proper timing.

RECEIVING FUNDAMENTALS

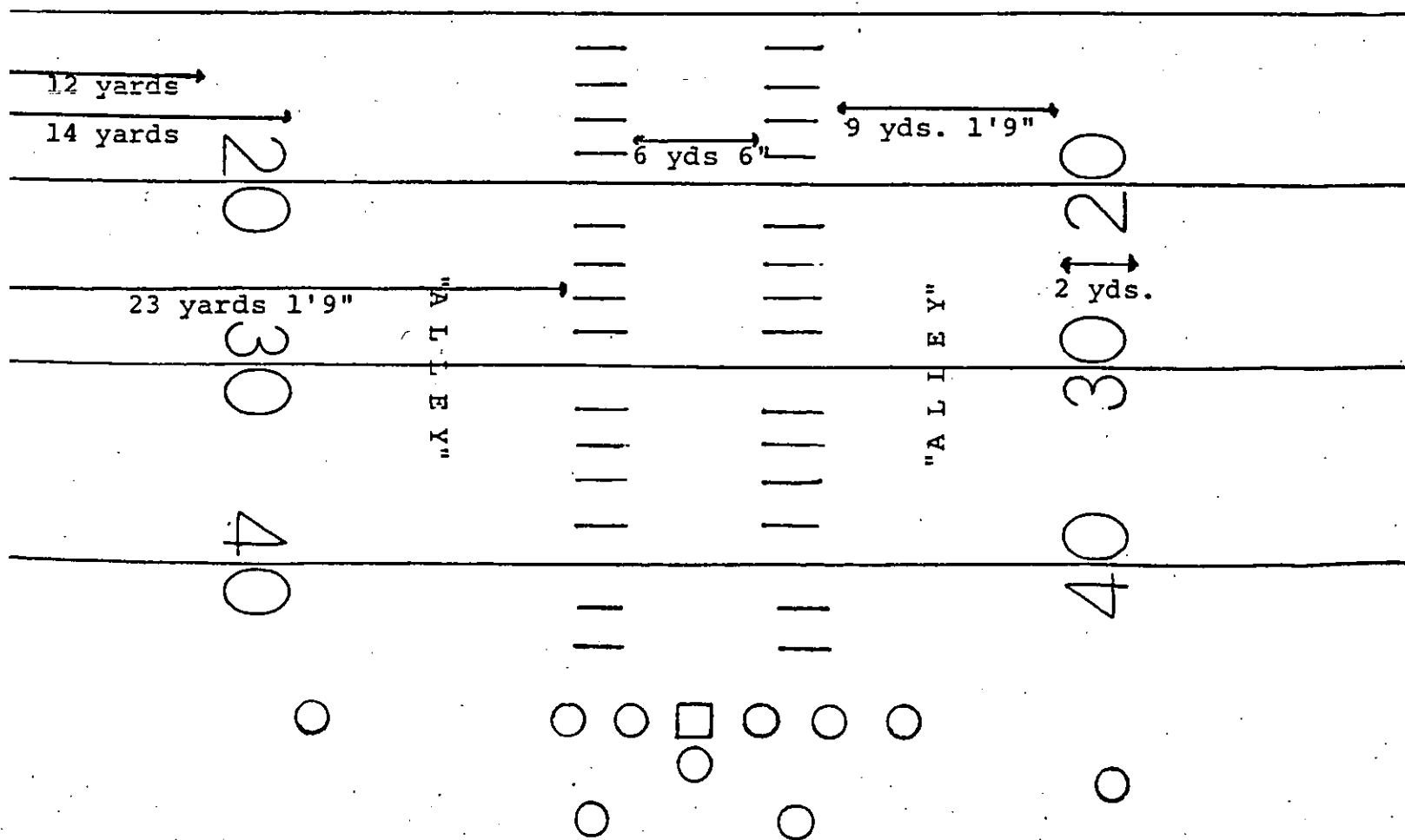
1. Get to the huddle quickly and listen carefully to the Quarterback calls.
2. Get out of the huddle and to your correct position quickly, especially when split out wide.
3. Know your splits and take them accordingly. This is very important. The tendency for most Receivers is not to be split wide enough.
4. Take a good stance and keep your eyes up and downfield. Pre-read the coverage.
5. Get off on the snap count.
6. Come off the line hard and fast with your head up. Learn to read the defense as you come off the ball.
7. Run pass routes correctly. Run deep enough in a minimum amount of time. The biggest fault is not to be deep enough. Respect the job of the Quarterback and the fact he has to get the ball, drop back nine yards, read the defense, get set and throw the pass on rhythm.
8. Run out all pass routes full speed, either as a primary or secondary Receiver. In our system, everyone is a primary Receiver. Expect to catch the ball on each pass called.
9. Look for the ball immediately upon your break.
10. Keep your eye on the ball. Always "look" the ball into your hands.
11. Always catch the ball in your hands. Do not cradle the ball except when in a crowd.
12. Keep your hands, wrists and elbows relaxed. Give with the ball as it comes into your hands.
13. Always come back toward the Quarterback for the ball as it is in flight. Do not drift away from the ball. Never wait for the ball to come to you.

RECEIVING FUNDAMENTALS cont.

14. Learn to adjust to the ball in the air. Decide where it is going and go get it. Do not run with your hands and arms out until you get to the ball. It slows you down and breaks your stride.
15. Do not jump for the ball unless absolutely necessary. Run under it when possible.
16. Put the ball away after the catch, turn upfield and sprint for the goal line. Make sure you put it under your arm with hand over the point.
17. Keep both feet inbounds on a sideline catch. Always catch the ball first then stay inbounds. Never jump for a ball along the sidelines unless absolutely necessary.
18. Know everyone's routes in the pattern.
19. Study your playbook.
20. Learn defensive coverages as well as your own offensive plays.
21. Study individual defensive personnel and look for their weaknesses, then take advantage of them.
22. Anytime Quarterback scrambles, all Receivers work back toward the Quarterback, into an open area.
23. After ball is caught by another receiver (End or Back), get into position to be a blocker.
24. Raise hand high to signal Quarterback that you have changed route to take advantage of a defensive mistake or weakness.

FIELD DIMENSIONS

- A. The field is $53 \frac{1}{3}$ yards wide.
- B. The bottom of the numbers start 12 yards in from the sideline and are two yards tall.
- C. The distance from the top of the numbers to the hash marks is 9 yards, 1 foot, 9 inches. The distance from the sideline to the hash marks is 23 yards, 1 foot, 9 inches.
- D. The distance between the hash marks is 6 yards, 6 inches. (The distance equals the width of the uprights of the goal post.)
- E. "Alley" - unmarked area between hash marks and field numbers.



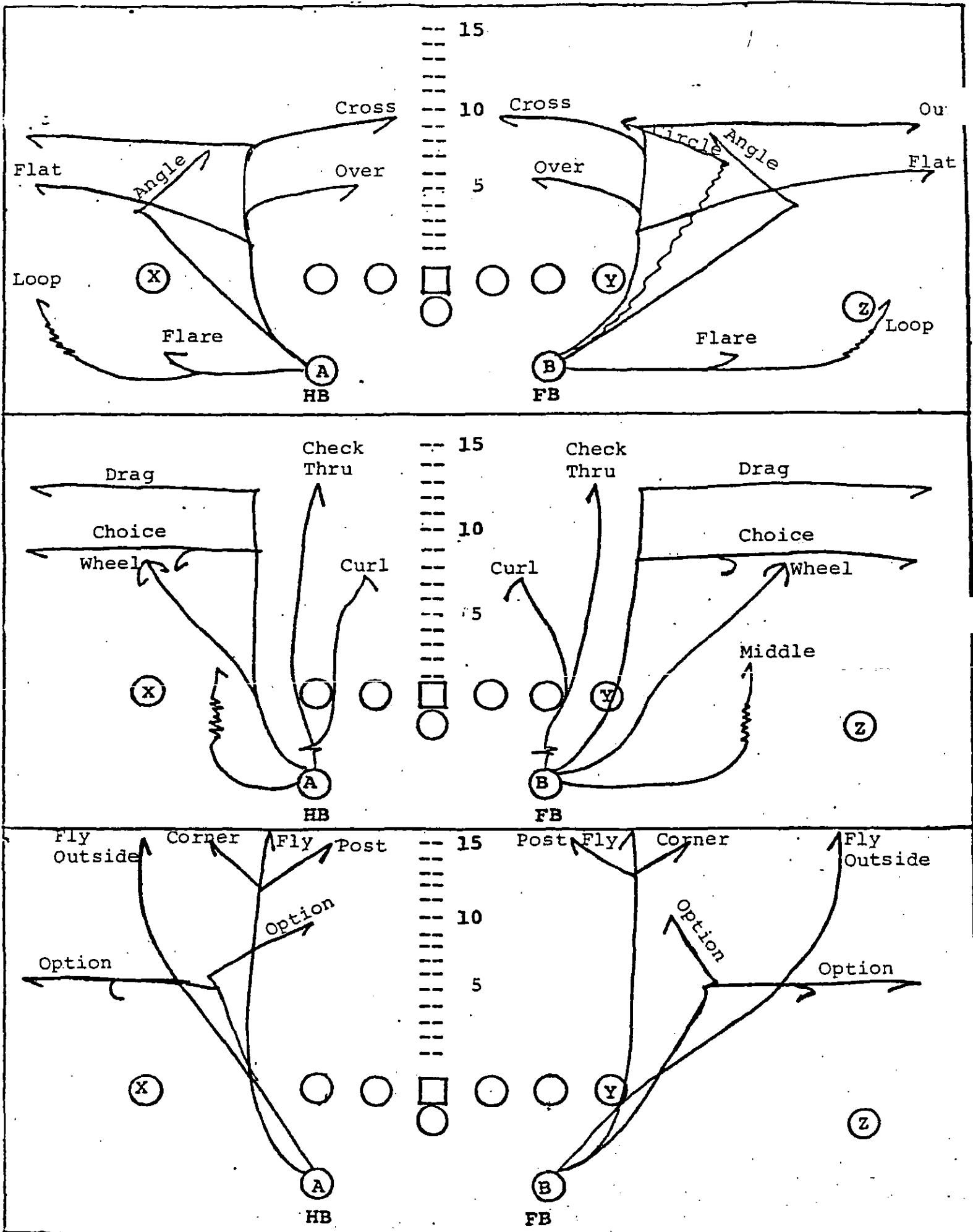
PASSING GAME TERMINOLOGY:

1. "A" Weakside Back in passing game. Back away from Tight End.
2. "B" Strongside Back in passing game. Back nearest Tight End.
3. "X" Weakside End in passing game. (SLOT FORMATION) outside receiver on two receiver side.
4. "Y" Tight End on strongside.
5. "Z" The receiver lined up outside on the strongside.
6. "S" (SLOT) Inside receiver on two receiver side. (SLOT FORMATION)
7. FULL Name used for Fullback, generally used in reference to the calling of screens, draws, etc.
8. HALF Name used for Halfback, generally used in reference to the calling of screens, draws, etc.
9. SLOT Formation change with both receivers on same side, opposite of Tight End.
10. DOUBLE Wingback set outside weakside tackle 1 or more yards. (By Game Plan or Play)
- 11.
12. TRIPLE Wingback set strongside, 1 or more yards outside of Tight End. (By Game Plan or Play)
- 13.
14. WORK Pass protection when weakside Back "A" stays in and checks linebacker responsibility and helps on designated defensive lineman.
15. FREE Back has no Linebacker responsibility and is Free to release.
16. STAY Pass protection when strongside Back "B" stays in and checks linebacker responsibility and helps on designated lineman.
17. HOT Quarterback, Backs, Tight End are responsible for dog or blitz by route adjustment.
18. MAX Pass protection denoting both Backs check linebacker responsibility to help on designated lineman.
19. COUNTER Backs will go opposite normal direction (cross) and switch assignments.
20. SLOW Term denoting blocking responsibility for Tight End "Y" on a pass, area blocking with offensive Tackle. No dog, release on pattern route.

21. "HELP" Call to Tight End to block aggressively on first inside man with offensive Tackle.
22. CHOW Uncovered lineman checks linebacker over or outside linebacker away from call.
23. CHOO Uncovered lineman checks linebacker over or outside linebacker to side of call.
24. 3-4 READS (EX: "3-4 RIGHT") Directional call made by Quarterback at the line of scrimmage to alert ONSIDE Guard of 2 linebacker responsibility. He must set and check linebacker OVER, no "dog", check linebacker to OUTSIDE, no dog, help on designated lineman. ONSIDE Back (A-B) must first read linebacker over Onside Guard for "dog", no "dog", run route called. If linebacker over Guard "dogs", the BACK must read outside linebacker for "dog". If "dog", he MUST break off called route to "FLAT", no "dog", run called route.
25. FIELD NUMBERS Area on playing field, six feet wide starting 12 yards from each sideline, where yardline numbers will be marked.
26. HASH MARKS 23 yards and 1 foot from sidelines - 6 yards and 6 inches wide. (The distance equals the width of the uprights of the goal posts.)
27. ALLEY Unmarked area between hash marks and field numbers.
28. PASSING TREE Numbers given to "X" and "Z" pass routes. (Odd numbers - outside routes -- Even numbers - inside routes). "Y" End's passing tree complements outside receivers' route.
29. FLARE CONTROL With the use of a name or number, the movement and direction of a remaining Back or Backs are controlled. It may designate a pass route for the Backs in conjunction with a pass pattern.
30. VICTORY Term used to define deep pre-snap linebacker alignment in obvious passing situations.
31. SLOOP Linebacker movement toward weakside due to weakside flow of Backs. Strong Linebacker ends up in center area.
32. BUZZ Fast outside drop by Sam and Will to take away outside route by "X" and "Z".
33. KICK Term used to denote Corner play on rotation to outside Receiver. Corner will commit forward or set in place and will try to re-route Receiver.
34. ROTATION In zone coverage, the defensive corner will roll up on the receiver to the short outside zone. He will attempt to force the receiver outside or funnel him inside. The Safety will be in deep zone outside.

PASSING GAME TERMINOLOGY:

- 35. IN/OUT
(SEW) Term denoting play of two defenders on one Receiver with inside/outside responsibility.
- 36. SHORT/DEEP
(SALLY) Term denoting play of two defenders on one Receiver with short/deep responsibility.
- 37. FADE Receiver sight adjustment on move to adjust out-
side of corner rotation his way.
- 38. CENTERFIELD Describe a deep middle area usually occupied
by a Safety.



"A" & "B" PASS ROUTES

FLARE



Release by running parallel to the line of scrimmage to a position of 5 yards outside of the Tight End (Y) alignment, hook up and become a stationary target facing the quarterback.

On the weakside -- hook up 6 yards outside of the offensive tackles alignment.

C.P. - When you hook up your depth should be the same as your original alignment in relation to the line of scrimmage.

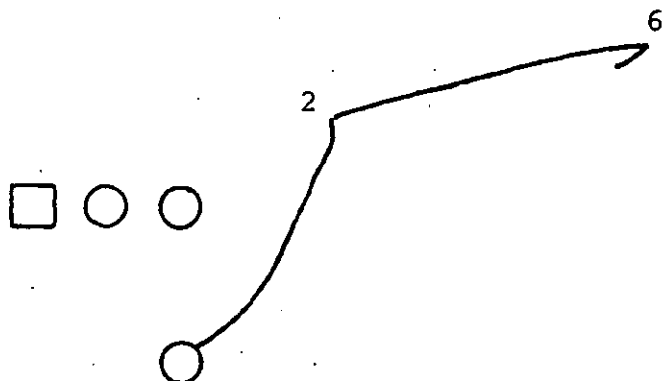
LOOP



Release by running parallel to the line of scrimmage to a point at the top edge of the numbers turn upfield under control looking back at the quarterback for the ball.

C.P. - Try to get the first 5 yards of width as quickly as possible, then come under control with a steady course upfield to give the quarterback a good target.

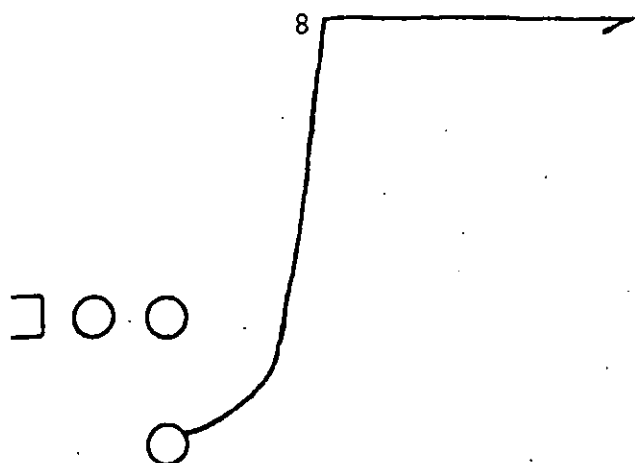
FLAT



Release on an arc 2 yards past the line of scrimmage, then angle to a depth of 6 yards looking over your inside shoulder for the ball.

Note: If the ball has not been thrown, hook up 4 yards from the sideline facing the quarterback.

OUT

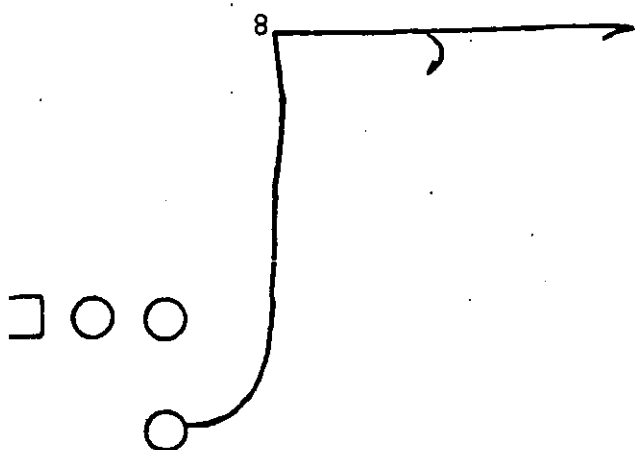


Release on an arc and drive upfield to a depth of 8 yards, then plant and accelerate to the sideline looking for the ball over your inside shoulder.

Note: If the ball has not been thrown, hook up 4 yards from the sideline facing the quarterback.

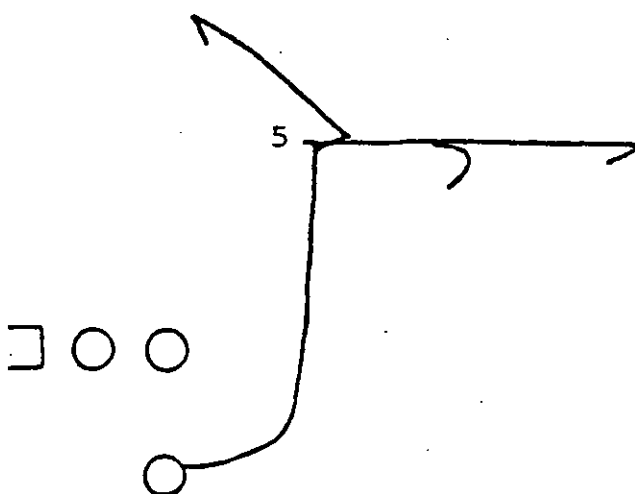
C.P. - Run this as you would your Flat route, do not pull up, get width and stop only when you get to within 4 yards of sideline.

CHOICE



Release on an arc and drive upfield to a depth of 8 yards, plant and break to the sideline. On break, note whether there is a defender in outside area; if defender in outside area, hook up in open area.

OPTION

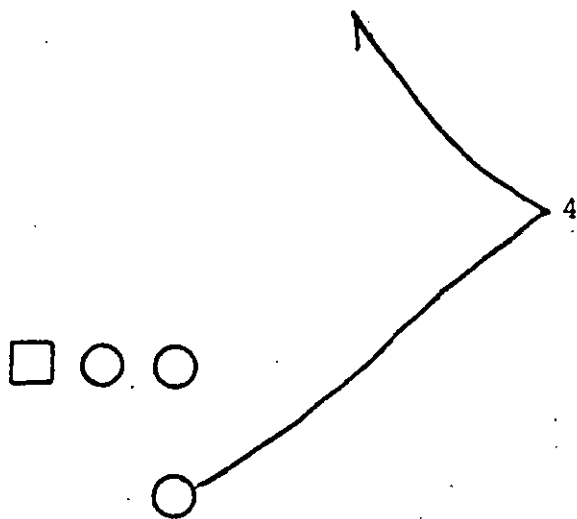


Release on an arc, drive upfield to a depth of 5 yards, plant and break outside (on a flat course) or inside (at an angle to the open area) away from the defender.

Note: If you break outside, note whether there is a defender in the area; if there, hook up in open area.

"A" & "B" PASS ROUTES - Continued

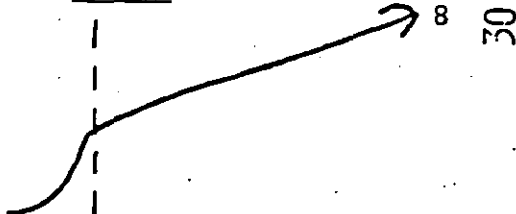
ANGLE



Release on a wide outside course (3 yards outside of offensive Tackle) to a depth of 4 yards upfield, at that point plant and break on an inside angle to the open area looking for the ball (show your numbers).

C.P. - Get your depth and width as quickly as possible, the angle of your break will depend on the coverage you must defeat.

WHEEL - wide side of field



Release on a course upfield to a depth of 8 yards. The angle of release is determined by field position. To the wide side of the field the wheel is run 2 yards inside the numbers.

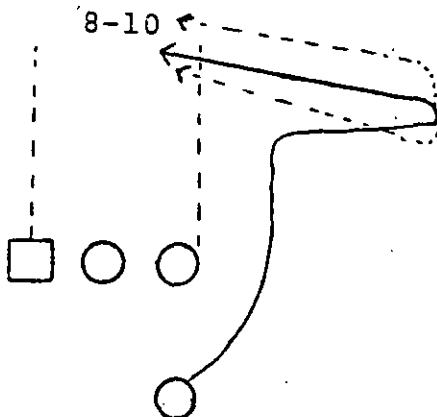
WHEEL - short side of field



To the short side of the field the wheel is run to the top of the numbers.

C.P. - Whether you turn inside or outside depends on the position of the nearest defender.

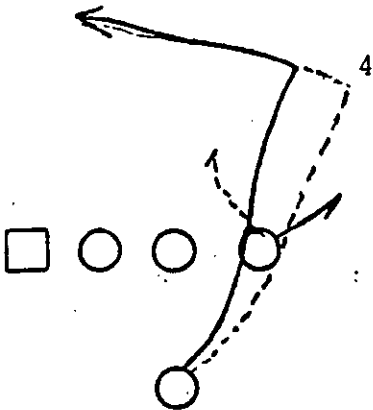
BAKE



Release on an arc and drive upfield to a depth of 4 yards and break toward sideline, sell outside fake, then break back inside at a sharp angle to open area between hash marks 8-10 yards deep.

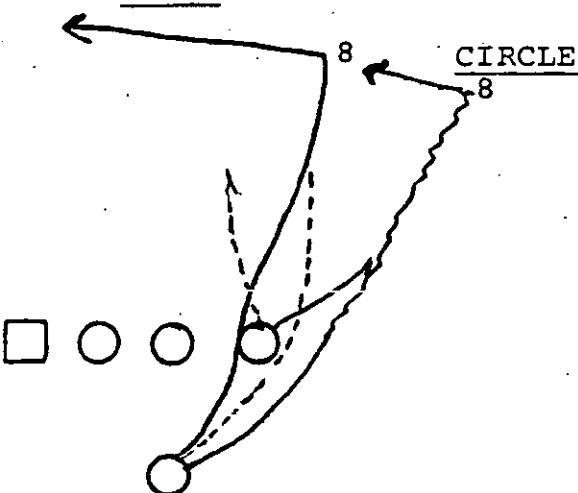
NOTE: Variety of outside fakes may be used.

OVER



Release on an arc course outside of the offensive tackle to a depth of 4 yards, plant and drive at a slight angle across the field looking for the ball.

CROSS



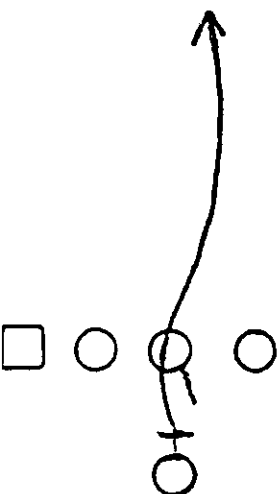
CROSS

Release on an arc course outside of the offensive Tackle to a depth of 8 yards, plant and drive at a slight angle across the field looking for the ball.

CIRCLE

Release on a course upfield to a depth of 8 yards. The angle of release is determined by field position. To the short side of the field the CIRCLE is run, UNDER CONTROL, to the top of the numbers. Plant and drive inside parallel to L.O.S. To the wide side of the field the CIRCLE is run, UNDER CONTROL, 2 yards inside the numbers to a depth of 8 yards. Plant and drive inside parallel to L.O.S.

CHECK THRU

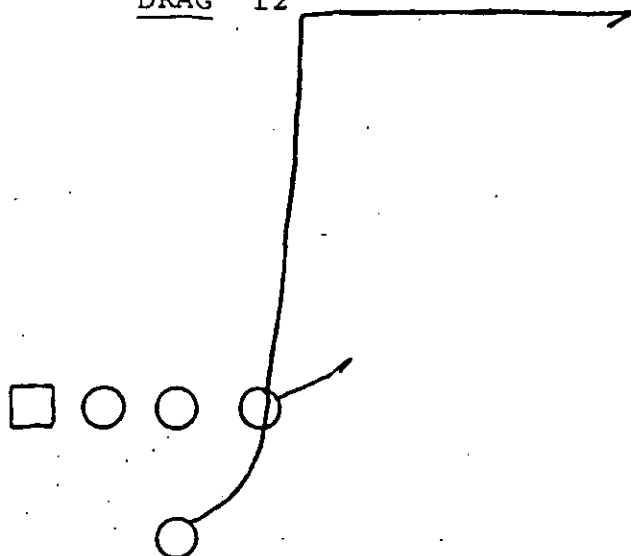


Set up and delay 2 counts (1001, 1002) then take best release and run upfield under control looking over your inside shoulder for the ball.

C.P. - A 2-count delay should put you approximately even with the offensive linemen, make sure you don't get pinned in or knock them off their blocks on your release.

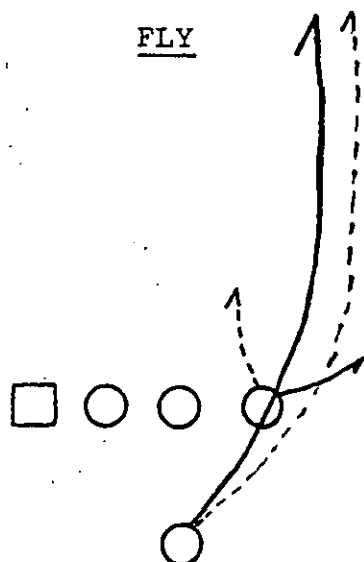
"A" & "B" PASS ROUTES - Continued

DRAG 12



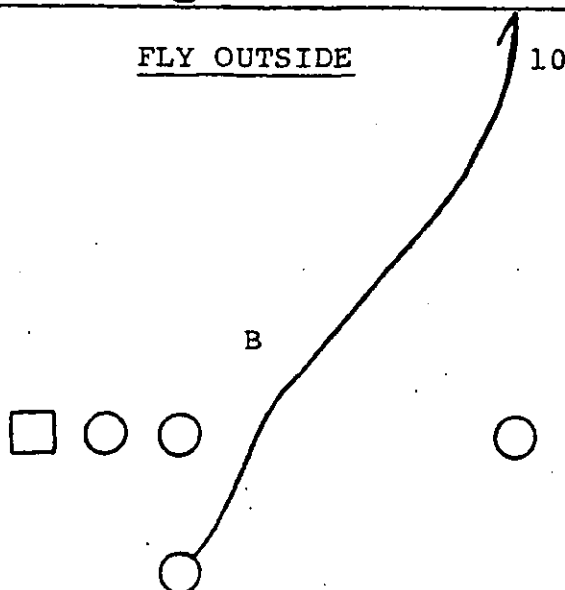
Release on an arc and drive upfield to a depth of 12 yards, then plant and accelerate to the sideline looking for the ball over your inside shoulder.

FLY



Release on an arc driving straight upfield looking for the ball over your inside shoulder.

FLY OUTSIDE



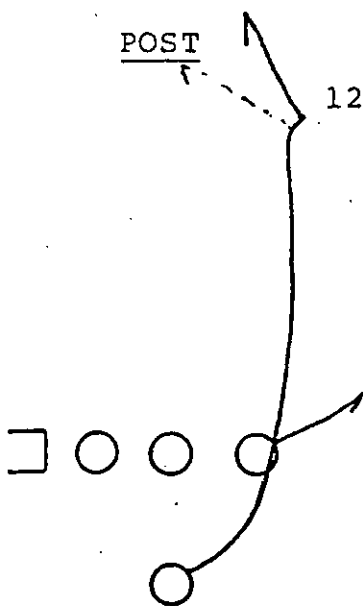
Release on a course through the outside shoulder of the linebacker, driving to get as much width and depth as you can for the first 10 yards. At the 10 yard depth accelerate straight upfield looking over your inside shoulder for the ball.

Note: Your angle of release should be such that will get a width equal to the wide receivers original alignment at the 10 yard depth.

"A" & "B" PASS ROUTES - Continued

POST

12



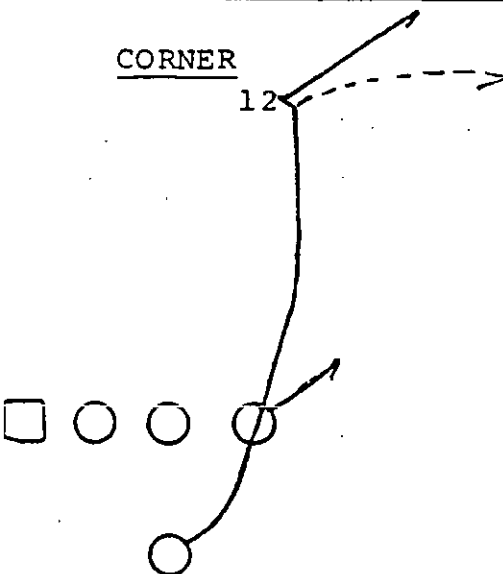
Release on an arc inside of the Tight End* driving upfield to a depth of 12 yards, then break at an angle upfield into the post area.

* On the weakside - release 2 yards outside of offensive Tackle.

Note: Coverage may require route to be flattened out.

CORNER

12



Release on an arc* driving upfield to a depth of 12 yards, then break at an angle to the outside.

* On the weakside - release 2 yards outside of offensive Tackle.

Note: Coverage may require route to be flattened out.

MIDDLE

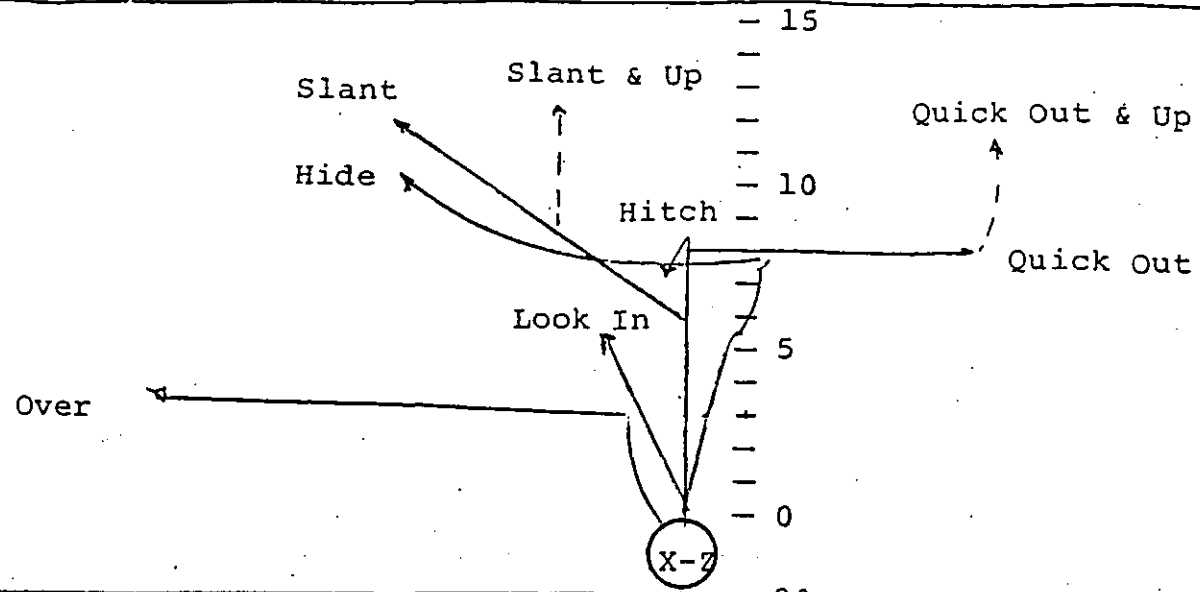


Release by running parallel to the line of scrimmage to a point where when you turn upfield on a controlled arc that you will be at a distance splitting the Tight End (Y) and the Flanker (Z). Look for the ball over your inside shoulder.

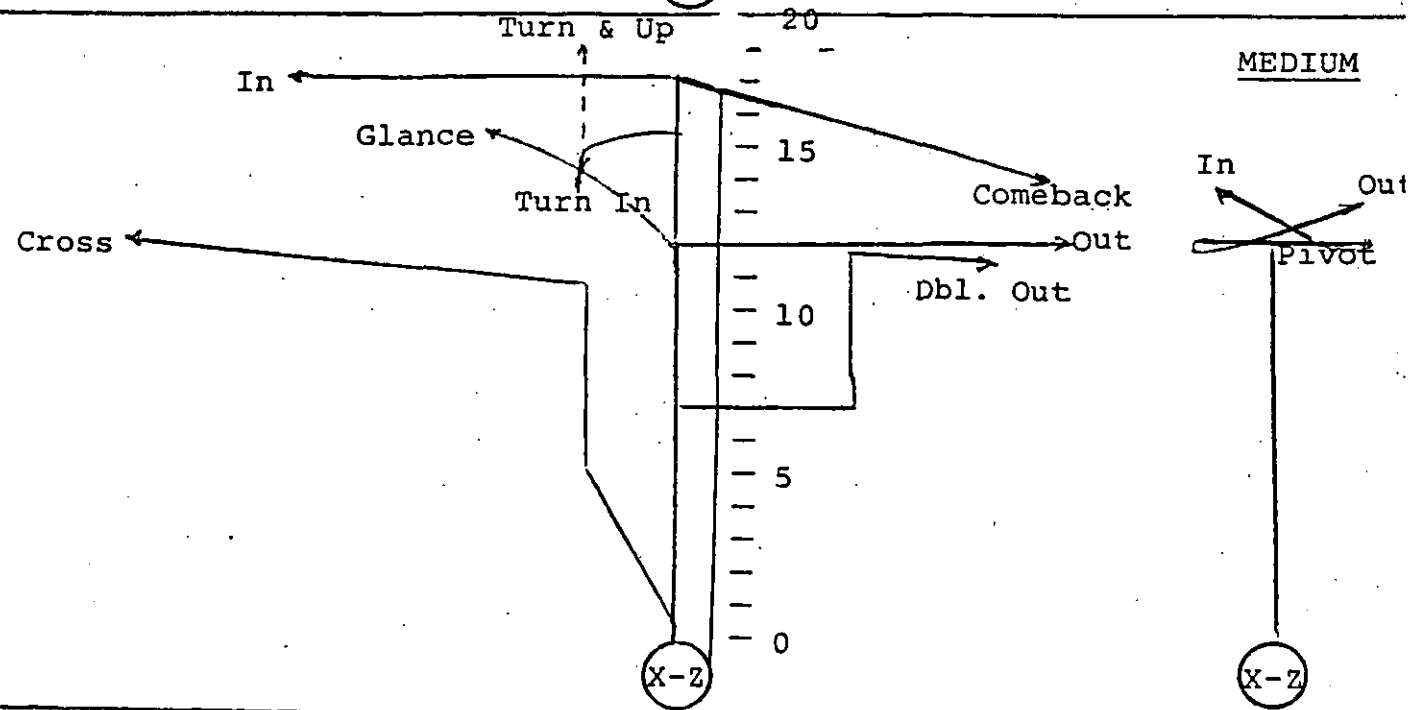
* On the weakside - split the distance between the Split End (X) and the offensive Tackle.

C.P. - Be sure to come under control as you start upfield as we would like to catch the ball approximately at the line of scrimmage.

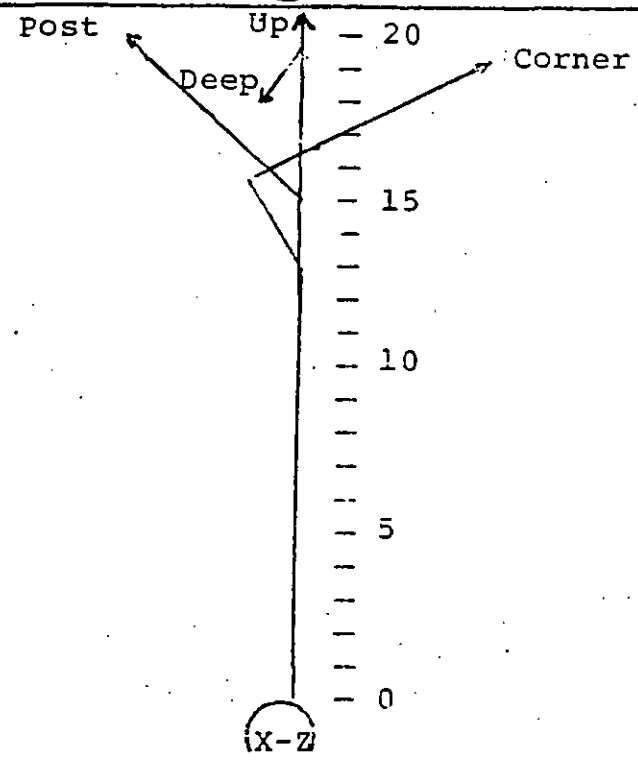
SHORT

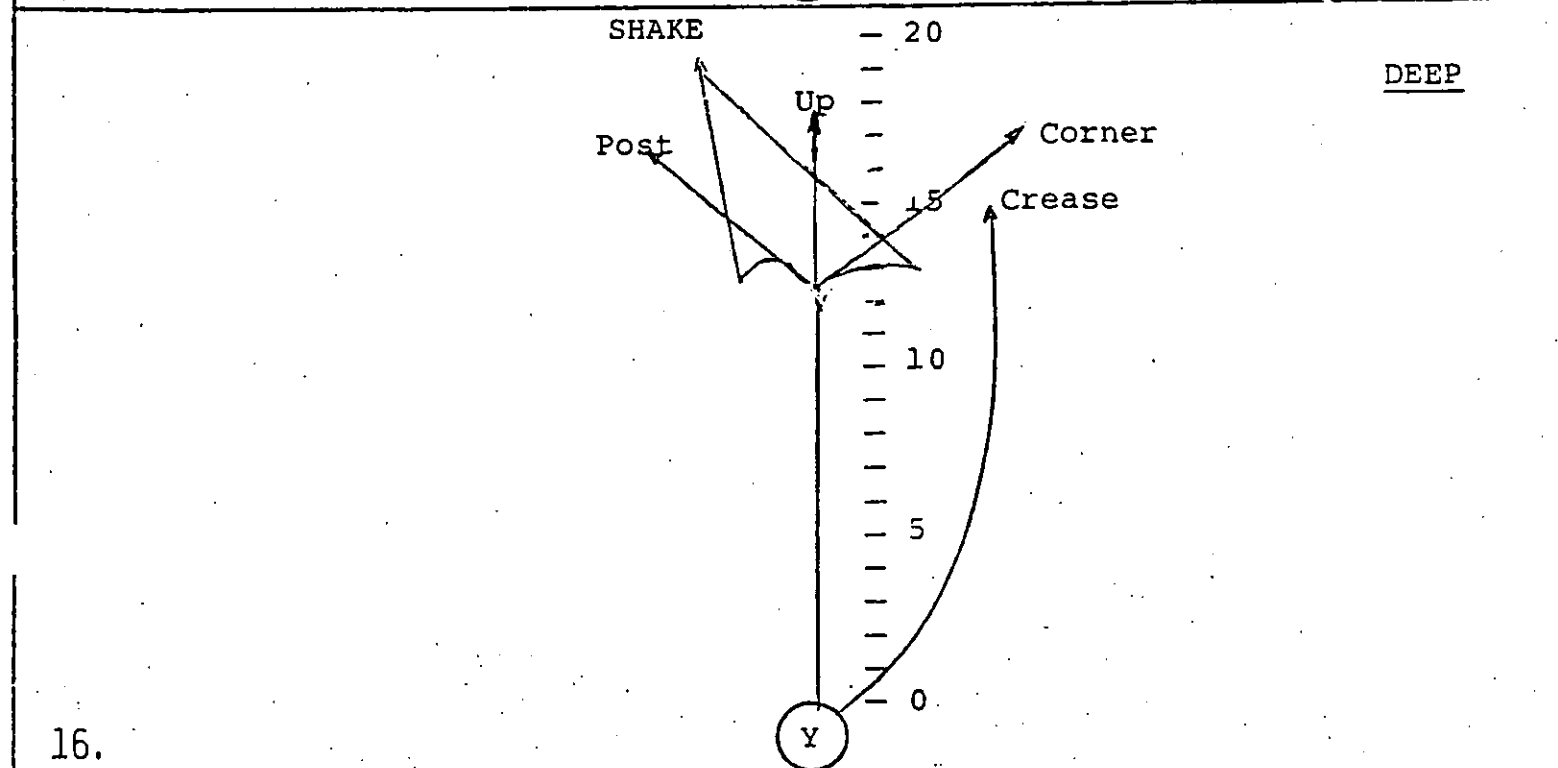
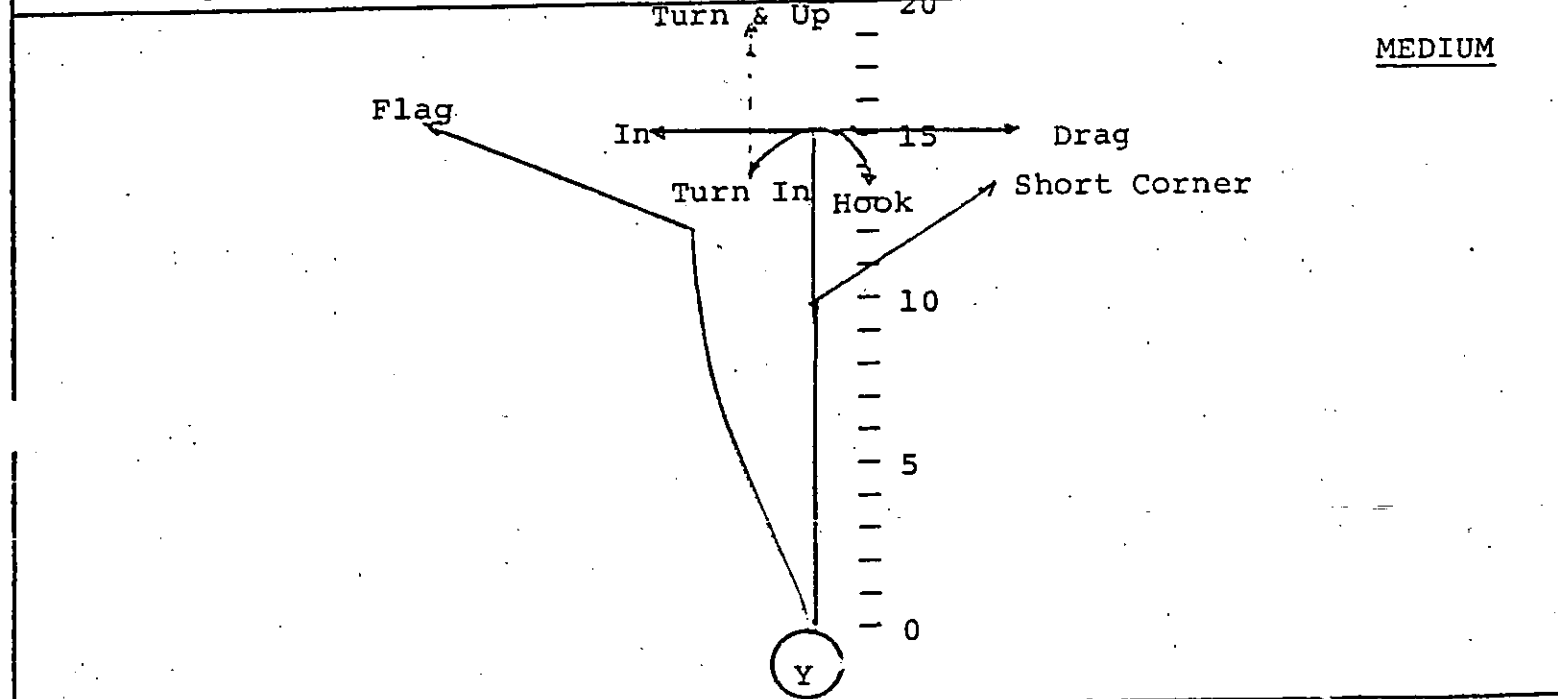
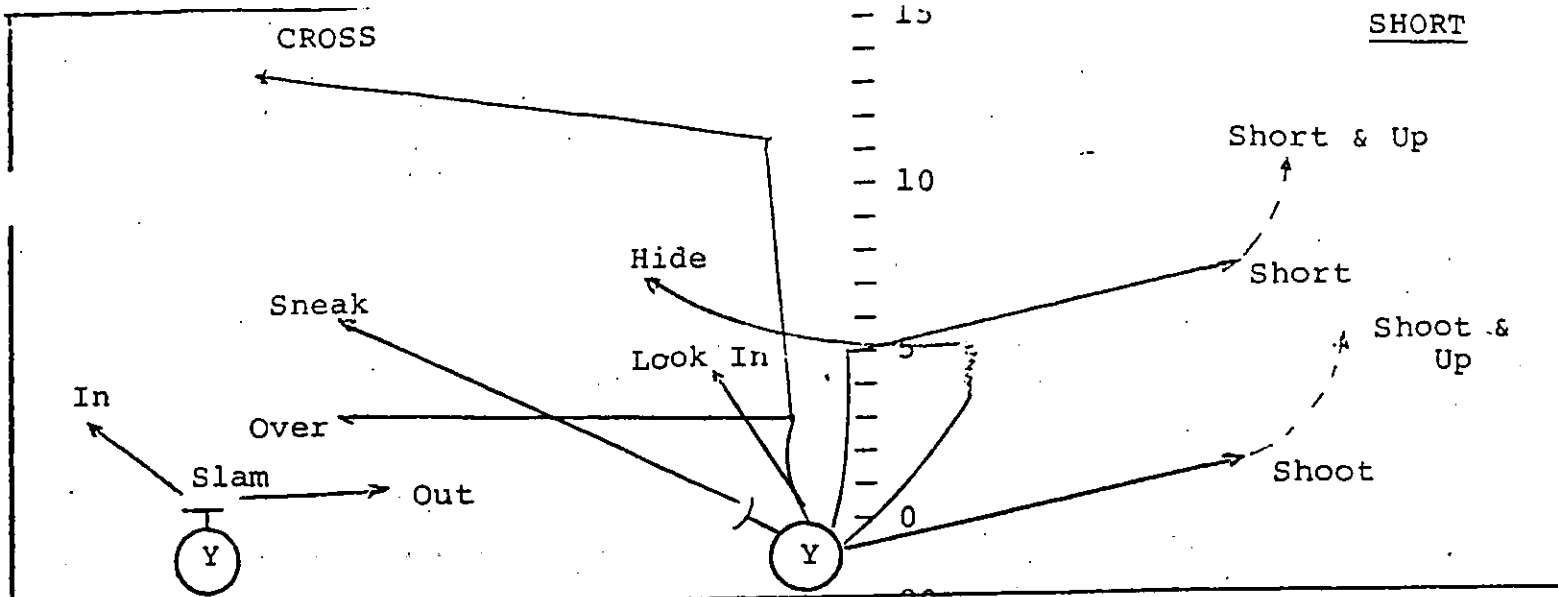


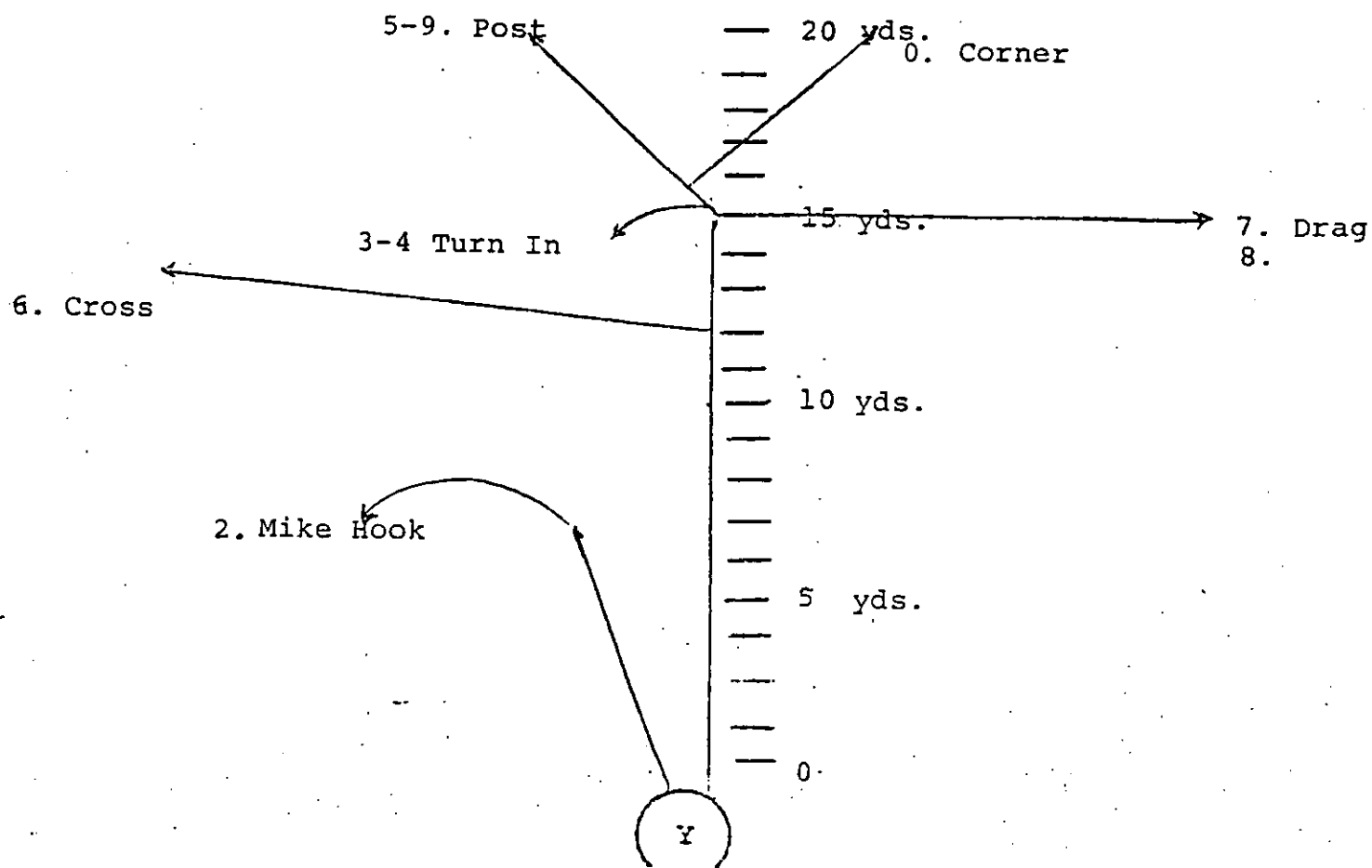
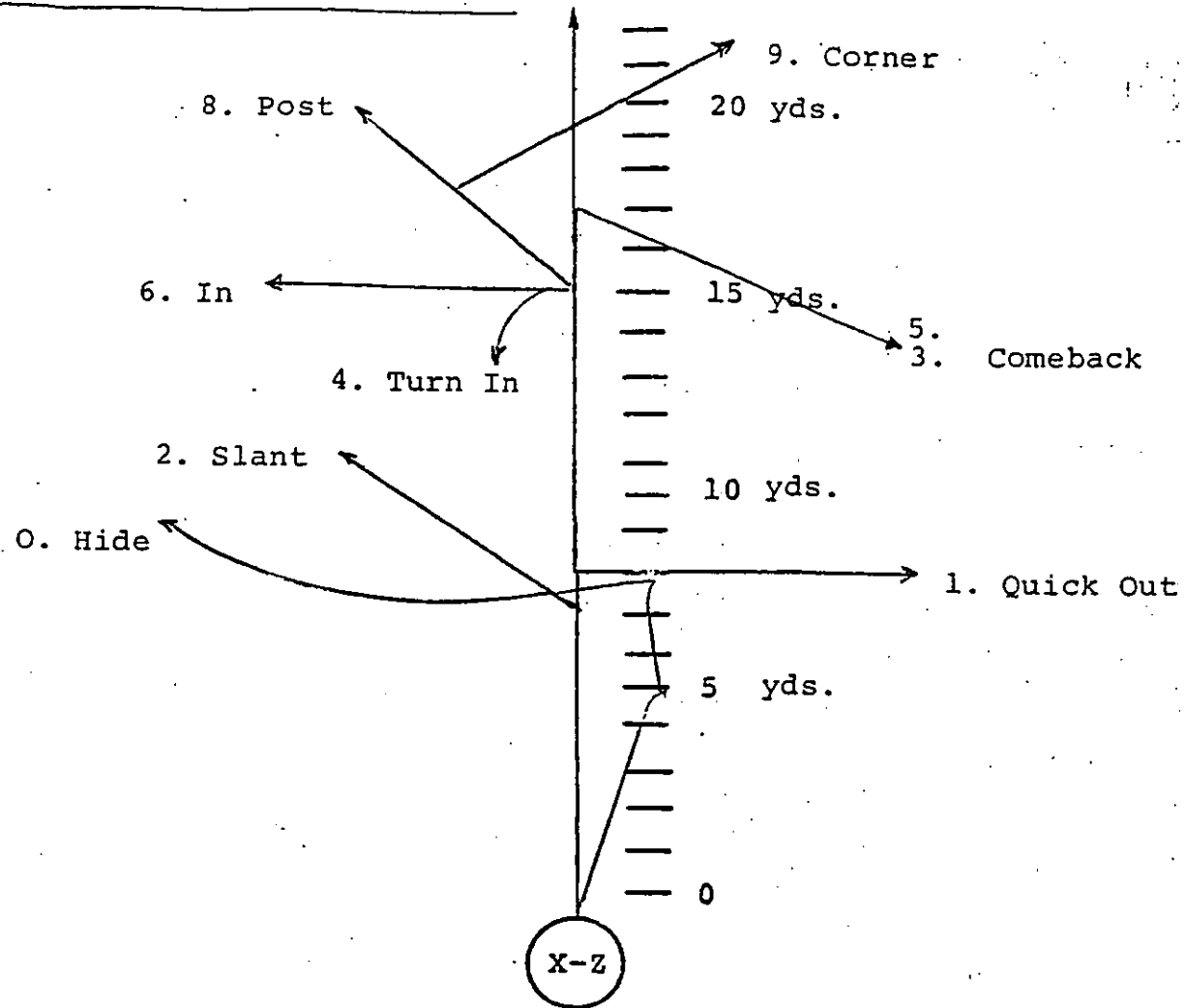
MEDIUM



LONG







IX. WIDE RECEIVER SPLITS & TECHNIQUES

WIDER THAN NORMAL

Same pass routes will require that the breaking points area wider distance from the ball than other normal location. C.P.'s - On certain approaches it will still allow "X" - "Z" to be wider than normal even though your starting point is normal or shorter than normal.

SHORTER THAN NORMAL

Some pass routes will require that the breaking points are a shorter distance from the ball than their normal location. C.P.'s - On certain approaches it will still allow "X" - "Z" to be shorter than normal even though your starting point is normal or wider than normal.

BREAKING POINTS

The breaking point is the spot at which the outside Ends (X-Z) execute their final direction of the pass route. It is a spot upfield the depth of which depends on the pass route. It is located upfield directly in front of your normal location.

MOVE AREA

The move area is normally 3/4 yds. in front of the defender. It is the area where the pass Receiver executes his series of moves before he goes into a final direction.

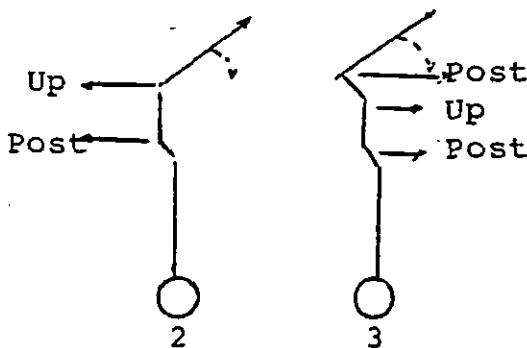
MOVES

Are a change of direction used to camouflage the final direction of the pass route. They enable the Receiver to turn the defenders and increase the distance between the Receiver and Defender.

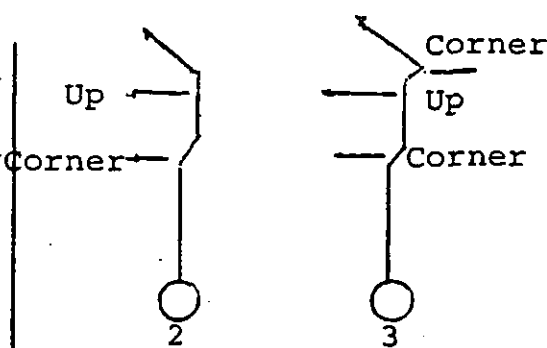
SERIES OF MOVES

There are three moves -- corner, post and up. Normally only two are used in executing a pass route. The third feeling is used when the second feeling fails to shake defender.

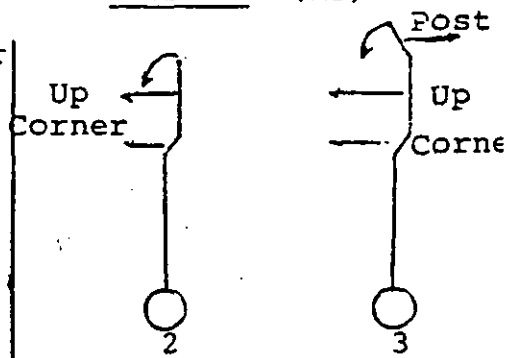
CORNER (RT.)



POST (RT)



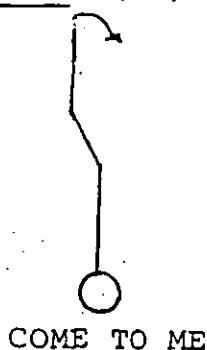
TURN IN (RT)



APPROACHES - Normally there are (3) approaches

- Come to me
- Go to him
- Keep him there

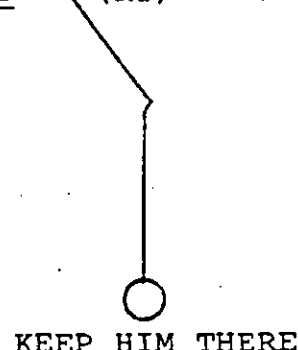
COMEBACK (RT)

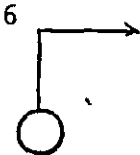
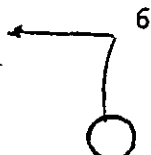




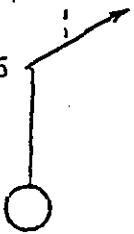
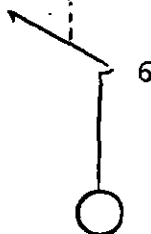

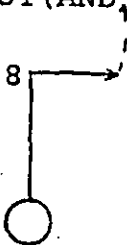
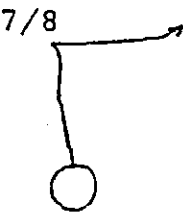
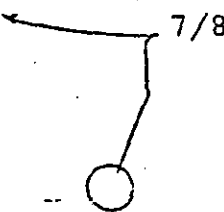


TURN IN (RT)

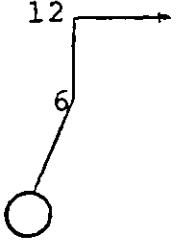
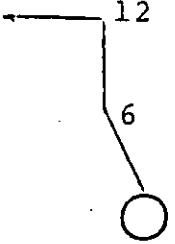

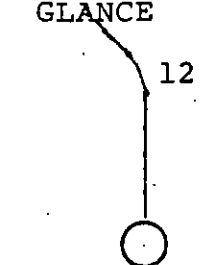
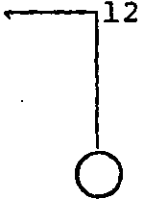
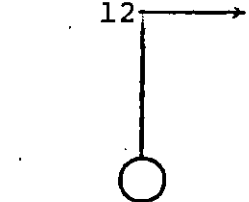
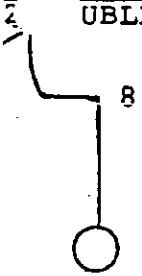
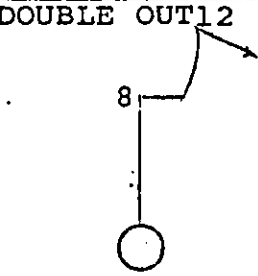
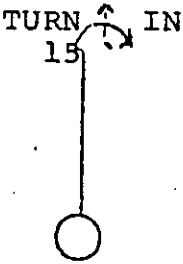
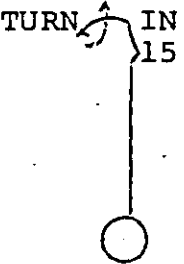
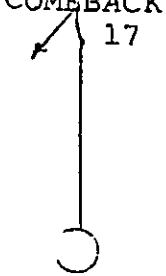
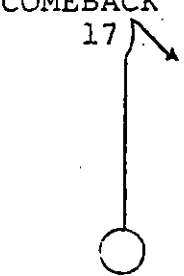


POST (RT)



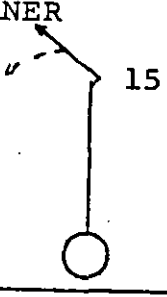
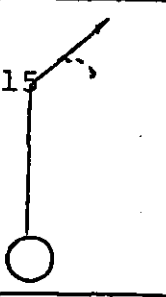


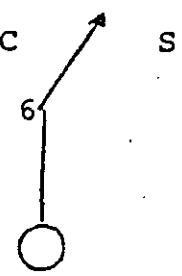
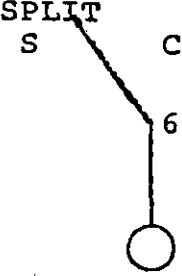








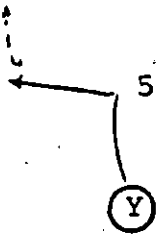
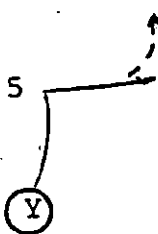
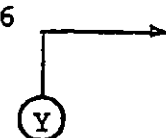
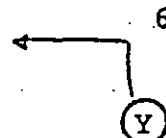
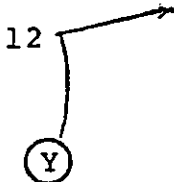
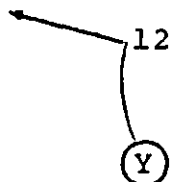
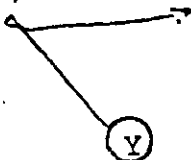
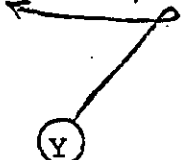
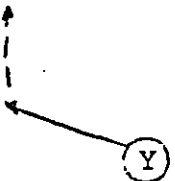
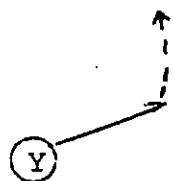
		"X" - "Z" SHORT ROUTES	
LEFT	RIGHT		
<p>OVER</p> 	<p>OVER</p> 	<p>1. <u>Tight "X"</u></p> <p>a) <u>Inside release</u> and avoid LB'er coming your way underneath. LB'er going your way deepen your route behind him.</p>	
<p>HITCH & UP</p> 	<p>HITCH & UP</p> 	<p>1. <u>Wider Than Normal</u></p> <p>a) <u>Sprint upfield 5 yards. 7/8 Speed. C.P.</u></p> <p>b) Sit down and push off with outside foot.</p> <p>c) One step back to QB - and face own scrimmage line.</p> <p>d) After catch, fake in and wheel to outside <u>Hitch & Up</u>.</p> <p>2. Same as Hitch but run up off same technique C.P. - Give feeling of quick depth.</p>	
<p>LOOK IN</p> 	<p>LOOK IN</p> 	<p>1. <u>Tight "X"</u></p> <p>a) <u>Inside release</u></p> <p>1) Tight LB'er hit release with outside shoulder.</p> <p>b) Shake LB'er and level off.</p> <p>c) Bend in at depth of 5/6 yards.</p> <p>d) Look for ball immediately after clearing LB'er.</p>	
<p>SLANT (AND UP)</p> 	<p>SLANT (AND UP)</p> 	<p>1. <u>Wider Than Normal</u></p> <p>a) <u>Sprint upfield 6 yds. 7/8 Speed. C.P.</u></p> <p>b) Sprint to Center area at 45° angle.</p> <p>c) Ball is delivered at end of 6 yd. sprint.</p> <p>d) Continue on route should QB hold ball.</p> <p>e) Vs. Bump & "X" release inside and pick first defender.</p> <p>C.P. - Give feeling of quick depth.</p>	
<p>QK. OUT (AND UP)</p> 	<p>QK. OUT (AND UP)</p> 	<p>1. <u>Normal</u></p> <p>a) <u>Sprint upfield 8 yards. 7/8 Speed.</u></p> <p>b) Break to sideline at 90° angle.</p> <p>c) Ball is delivered at end of 8 yd. sprint</p> <p>d) Important to get head and outside shoulder turned to QB with outstanding quickness.</p> <p>2. <u>QK. OUT & UP</u> - Same as QK. OUT but run up off same technique.</p>	
<p>HIDE</p> 	<p>HIDE</p> 	<p>1. <u>Normal - Wider than Normal</u></p> <p>a) <u>Two Qk. strides upfield</u></p> <p>b) Two changes of direction at a depth 7-8 yds</p> <p>c) Break inside after Flare clearance at angle of 45. LB'er at your depth come under him.</p>	

"X" - "Z" MEDIUM ROUTES

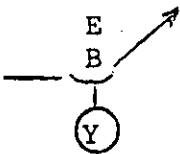
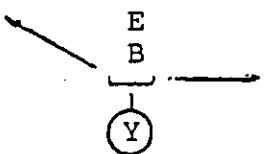
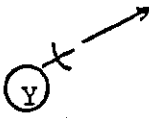
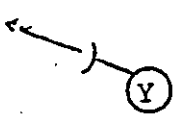








LEFT	RIGHT	
<p>CROSS</p> 	<p>CROSS</p> 	<p>1. <u>5-6 Yd. Split</u></p> <p>a) Sprint inside 4 yds. level off at location of Weak Safety for 6 yds. Break across to far side of field gaining depth as you come across. At Y area you should be 15 yds deep.</p> <p>b) Find open spot.</p> <p>c) Mike goes in same direction as you, deepen route.</p>
<p>GLANCE</p> 	<p>GLANCE</p> 	<p>1. <u>Wider Than Normal</u></p> <p>a) Sprint upfield 12 yds. 7/8 Speed.</p> <p>b) Sprint to Center area at 45° angle.</p> <p>c) Ball is delivered at end of 12 yd. sprint.</p> <p>d) Continue on route, should QB hold ball.</p> <p>e) Vs. Bump & "X" release inside and pick first defender.</p>
<p>OUT</p> 	<p>OUT</p> 	<p>1. <u>Normal</u></p> <p>a) Sprint off LOS 12 yds. in depth. 7/8 Speed.</p> <p>b) Last two steps are for control</p> <p>c) Break at sidelines at 90° angle, leave some turn up room. <u>Companion routes</u> - Glance, Corner.</p> <p>d) Work off defenders outside numbers.</p>
<p>DOUBLE OUT</p> 	<p>DOUBLE OUT</p> 	<p>1. <u>Normal Location</u></p> <p>a) Sprint 8 yds. (Qk. Out)</p> <p>b) 4 yds. Break to sideline and take flag of QB's level off for 5 yds. and run out move. Timing will be same as comeback.</p>
<p>TURN IN</p> 	<p>TURN IN</p> 	<p>1. <u>Wider Than Normal</u></p> <p>a) Sprint off LOS get into the feel area as quick as possible.</p> <p>b) Apply moves and turn in toward LOS. No more than 3 yds. from your original location.</p> <p>c) Bring it back to LOS if lane is open. This is the most important. Do not slide unless lane is clogged.</p> <p>d) Approach may change according to field position of defender.</p> <p>e) Stick is 2 yds. past necessary ydage for 1st dn.</p>
<p>COMEBACK</p> 	<p>COMEBACK</p> 	<p>1. <u>Normal - Shorter than Normal</u></p> <p>a) Sprint off LOS. Get into feel area as quick as possible. Approach defender to inside & close enough to be able to swing to his back side. Level off upfield to depth of 17 yds.</p> <p>b) Put brakes on, as soon as you have him turned and running, & comeback to sideline at 45° angle QB will under throw you.</p> <p>c) Approach may change according to field position of defender.</p>

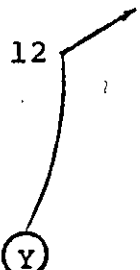

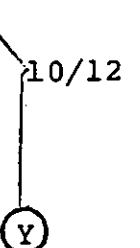
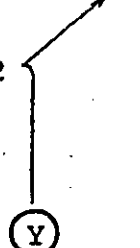





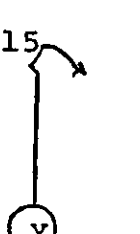


"X" - "Z" DEEP ROUTES

LEFT	RIGHT	
<p>POST</p> 	<p>POST</p> 	<p>1. <u>Normal Location</u></p> <p>a) Sprint off LOS - get into feel area quick as possible.</p> <p>b) This is a get open post. Depth will vary but normal final direction will be about 15 yds. depth.</p> <p>c) You should be receiving post route. Hash mark your side. Do not work to the off Safety area.</p>
<p>CORNER</p> 	<p>CORNER</p> 	<p>1. <u>Normal Location</u></p> <p>a) <u>Opposite of Post</u></p> <p>b) At end of final direction and the Corner still maintains outside position, turn route into deep comeback.</p>
<p>UP</p> 	<p>UP</p> 	<p>1. <u>Location - Any</u></p> <p>a) Sprint off LOS - get into feel area as quick as possible.</p> <p>b) Best to run off inside feel and break to defenders backside.</p> <p>c) Level off and hang in area close to sideline to stay away from Safety your side.</p> <p>d) Regardless of feels on defender always run up to his backside.</p>
<p>SPLIT</p> <p>C S</p> 	<p>SPLIT</p> <p>S C</p> 	<p>1. <u>Normal - Shorter Than Normal.</u></p> <p>a) Sprint upfield 6 yds. Split the difference between Corner & Safety. Route is clean out hoping to effect both defenders.</p> <p>b) Vs. Kick, release outside and run up.</p>
		
		

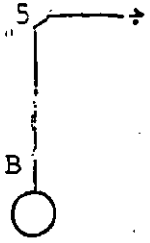
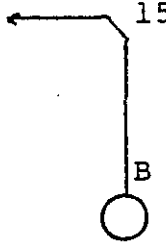










LEFT	RIGHT	"Y" SHORT ROUTES	
<p>LOOK IN</p> 	<p>LOOK IN</p> 	<p>1. <u>Normal - Open Location</u></p> <p>a) <u>Inside Release</u></p> <ol style="list-style-type: none"> 1. Tight LB'er, hit release with outside shoulder. 2. Get away from LB'er and level off. 3. Bend in at depth 5/6 yds. 4. Look immediately for ball after clearing LB'er 	
<p>SHORT (AND UP)</p> 	<p>SHORT (AND UP)</p> 	<p>1. <u>Normal - Open-Flex Location</u></p> <p>a) <u>Release outside</u></p> <ol style="list-style-type: none"> 1. Level off and break depth of 5 yds. 2. Break flat to side lines. 3. Look for ball on break <p>NOTE: Some rules that are tie-ins require "Y" to make short into Shoot.</p>	
<p>OVER</p> 	<p>OVER</p> 	<p>1. <u>Normal</u></p> <p>a) <u>Inside release. Clear LOS and come flat. Avoid MLB, OLB, underneath.</u></p> <ol style="list-style-type: none"> 1. Pattern good on Play Pass Strong with LB'ers in great pursuit. 	
<p>CROSS</p> 	<p>CROSS</p> 	<p>1. <u>Normal - Open Location</u></p> <p>a) <u>Inside Release</u></p> <ol style="list-style-type: none"> 1. Level off at depth of 10 yds. 2. Avoid 1st inside backer inside 3. Deepen out as you come across and go behind LB'er going your way. 4. Look for ball on break and continue looking for ball. 	
<p>HIDE</p> 	<p>HIDE</p> 	<p>1. <u>Normal - Open-Flex Location</u></p> <p>a) <u>Release outside like short</u></p> <ol style="list-style-type: none"> 1. Two steps on short and pivot under LB'er 2. Depth of pattern 5 yds. 3. Look for ball on break and continue path of route, do not alter direction of route. 	
<p>SHOOT (AND UP)</p> 	<p>SHOOT (AND UP)</p> 	<p>1. <u>Normal - Open Location</u></p> <p>a) <u>Outside release, unless LB'er or D.E. is too wide; then release inside.</u></p> <ol style="list-style-type: none"> 1. Sprint flat and gain ground slightly before catch. 2. Alert for ball as soon as you clear LB'er. 	

"Y" - SHORT ROUTES

LEFT	RIGHT	
<p>SLAM OUT SLAM IN</p> 	<p>SLAM OUT SLAM IN</p> 	<p>A. Position depends on Flare control - Open - Back runs circle Normal - Back runs rim B. Drive block man over or outside - let Flare control clear - run route called.</p>
<p>SNEAK</p> 	<p>SNEAK</p> 	<p>1. Normal a) Run off run play. Strong block on 1st inside man and let pursuit overrun you and then come off block</p>
		
		
		
		

LEFT	RIGHT	"Y" MEDIUM ROUTES	
<p>FLAG</p> 	<p>FLAG</p> 	<p>1. <u>Normal</u></p> <p>a) Take best release. Best to get inside</p> <p>b) Level off into Weak Safety area 12 yds. and run to FLAG underneath him.</p>	
<p>SHORT CORNER</p> 	<p>SHORT CORNER</p> 	<p>1. <u>Normal</u></p> <p>a) Release on Strong Safety position.</p> <p>1. Outside - Release outside</p> <p>2. Head Up - Inside - Release inside</p> <p>b) Break 10-12 yds. deep and level off to open area. Look for ball on break.</p>	
<p>SHAKE</p> 	<p>SHAKE</p> 	<p>1. <u>Normal</u></p> <p>a) Best release - move to neutralize backer coverage to gain separation.</p> <p>b) Good pass vs. Double Zone coverages.</p>	
<p>TURN IN (AND UP)</p> 	<p>TURN IN (AND UP)</p> 	<p>1. <u>Normal - Open Location</u></p> <p>a) Release - Determined by flare control or play design, whom you will beat.</p> <p>1. Inside release - Level off to the outside reading MIKE. Find open spot according to MIKE drop.</p> <p>2. Depth (15 yds) is important, MIKE come your way so he can't build a wall on y</p> <p>3. Middle is yours find open spot.</p>	
<p>HOOK</p> 	<p>HOOK</p> 	<p>1. <u>Normal - Open-Flex Location</u></p> <p>a) Release - Determined by position of Strong Safety. Not determined release outside.</p> <p>1. Str.Saf.-Head up or inside release ins</p> <p>2. Str.Saf.-3 yds. outside or SUP release outside.</p> <p>b) Depth (12yds)-Threaten deep by leveling off sit down.</p> <p>c) Don't drift unless necessary for throwing</p>	
<p>DRAG</p> 	<p>DRAG</p> 	<p>1. <u>Normal - Open-Flex Location</u></p> <p>a) Release-Determined by location of Strong Safety, run release inside.</p> <p>1. Str.Saf.outside-3 yds. or SUP release outside.</p> <p>2. Str.Saf. head up or inside release ins</p> <p>b) Depth 15 yds. Level off look for ball</p> <p>1. Vs.Cloud hook out at 15yds find op</p> <p>c) Depth is very important for throwing lane to make your adjustments.</p>	

"Y" MEDIUM ROUTES

LEFT	RIGHT	
<p>CROSS</p> 	<p>CROSS</p> 	<p>1. <u>Normal - Open Location</u></p> <p>a) Release - Determined by location of Strong Safety; none, release inside.</p> <p>1. <u>Outside</u> - Release outside-<u>inside</u>, release inside.</p> <p>b) Level off and break at depth of 15 yds. come hard.</p>
		
		
		
		
		


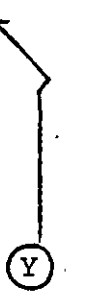










LEFT	RIGHT	"Y" DEEP ROUTES	
POST 	POST 	1. <u>Normal - Open-Flex Location</u> a) Release - outside normally. Flare action pattern called will sometime determine release. b) Level off after release. Get even with defender. Give Corner feel and break to Post. Ball will be in air on break. c) Stay away from Wk. Safety. d) Vs. Strong Safety goes away, hold seam and run Crease.	
CORNER 	CORNER 	1. <u>Normal - Open Location</u> a) Release - Determined by Strong Safety - outside release outside-inside release inside, none release outside. b) Get even with defender on his outside shoulder and give post feeling and break sharply to corner. c) If defender drops to area (Kick zone) run deep Drag.	
CREASE 	CREASE 	1. <u>Normal - Open-Flex</u> a) Post route becomes Crease vs. Strong Safety goes away (inside or out) b) Look for ball in alley as soon as you clear backer or defender in area.	
UP 	UP 	1. <u>Normal - Open-Flex</u> a) Best release. Best to go outside. b) Best to give defender some move to freeze him. The foot race is on. c) Stay away from Weak Safety area.	
			
			

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DEFENSIVE NOMENCLATURE

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- II. DEFENSIVE ALIGNMENT, NUMBER SYSTEM, GAP RESPONSIBILITIES, LEVELS
- III. LINEBACKER LOCATIONS

- A. Mike (Numbers)

- 1. 10
 - 2. 20
 - 3. 30

- B. Will (Letters)

- 1. X
 - 2. W
 - 3. F
 - 4. H
 - 5. T

- C. Sam (Words)

- 1. Normal
 - 2. Tan
 - 3. Slot

- IV. SECONDARY LOCATIONS

- A. Weak Safety (Descriptive Names)

- 1. Walkaway Force
 - 2. Force

- B. Strong Safety (Abbreviations)

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 - 2. Sip
 - 3. Sol
 - 4. Out Call Strong (OCS)
 - 5. Out Call Weak (OCW)
 - 6. Double Out Call (DOC)

- C. Corner (Abbreviations)

- 1. Cip
 - 2. Col
 - 3. Cup

V. DEFENSIVE FRONTS

A. 4-3

1. 4-3
2. 4-3 Strong Tim
3. 4-3 Weak Tim
4. 4-3 Double Tim
5. 4-30 Tim

B. Over

1. Over
2. Over Tim
3. Over Tom

C. Under

1. Under
2. Under Tim
3. Under Tom

D. 3-4

1. 3-4
2. 3-4 Over
3. 3-4 Over Tim
4. 3-4 Under Tim
5. 3-4 Strong
6. 3-4 Weak

E. 5-2

F. Nickel Fronts

1. 4-2 Nickel
2. 4-3 Nickel
3. Over Nickel
4. Under Nickel
5. 5-2 Nickel
6. 3-4 Nickel

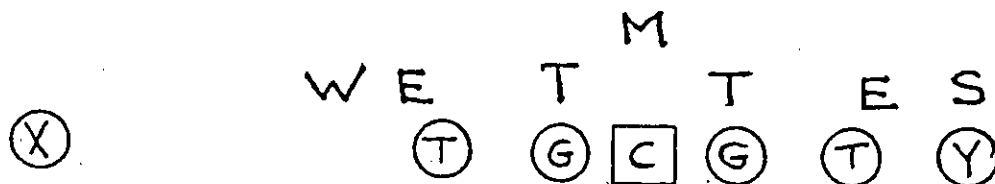
G. Defensive Dogs

H. Defensive Line Stunts

w/s 4-3

s/s

EVEN SPACING



DEFENSIVE ENDS (E) - Lineman aligned on outside shoulder of Offensive Tackles.

DEFENSIVE TACKLE (T) - Lineman aligned over Offensive Guards.

SAM (S) STRONG LINEBACKER - Linebacker located on the strongside of the formation - usually over the Tight End (Y).

WILL (W) WEAK LINEBACKER - Linebacker located on the weakside of the formation, away from the Tight End.

MIKE (M) MIDDLE LINEBACKER - Linebacker in a four man front, aligned between the two Outside Linebackers (Sam-Will), in various locations. In a "3-4" (3 man front) Mike is the Inside Linebacker on the strongside, opposite the Guard.

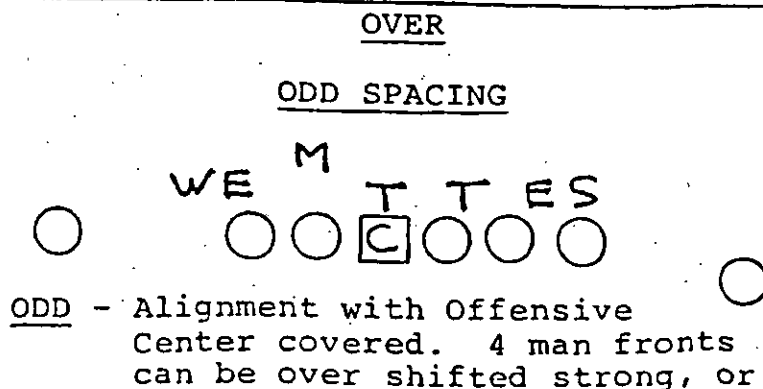
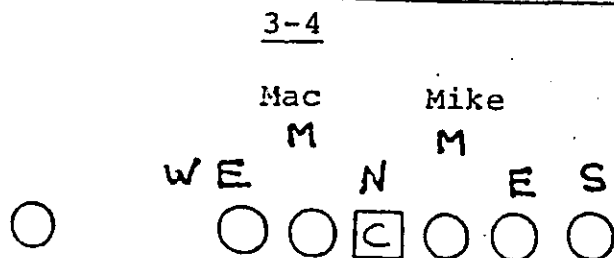
MAC (M) (FOURTH LINEBACKER IN "3-4" DEFENSE) - Inside Linebacker on the weakside, opposite the Guard.

NOSE-TACKLE (N) - Defensive lineman in "3-4" defense aligned opposite the Offensive Center.

CORNERS (C) - Outside Defensive Backs lined up opposite the Flanker (Z) and weakside End (X) in normal formation. NOTE: In a SLOT formation they may both be lined up on same side.

STRONG SAFETY (S/S) - Strongside inside Defensive Back, lined up on same side as Tight End (Y), with various locations.

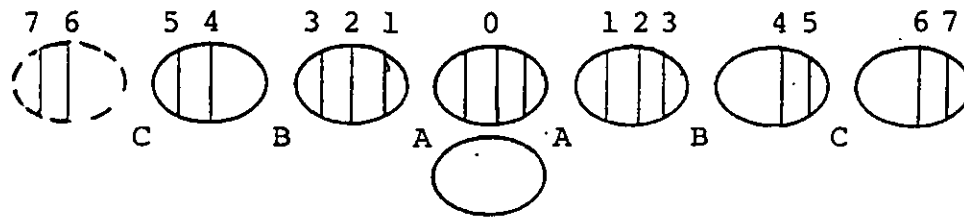
WEAK SAFETY (W/S) - Weakside inside Defensive Back with various locations.



ODD - Alignment with Offensive Center covered. 4 man fronts can be over shifted strong, or

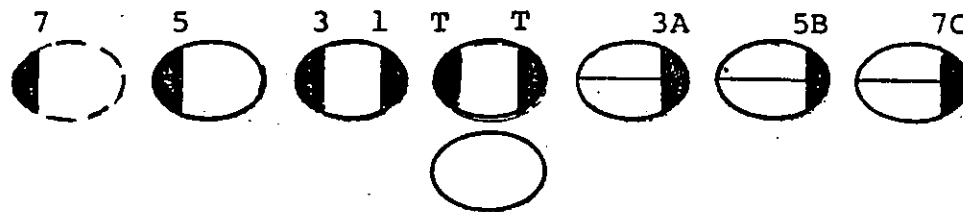
DEFENSIVE ALIGNMENT, NUMBER SYSTEM, GAP RESPONSIBILITY, LEVELS

1. All even numbers = head up alignment.
2. All odd numbers = inside or outside eye alignment.
3. The letters A-B-C designate gaps.

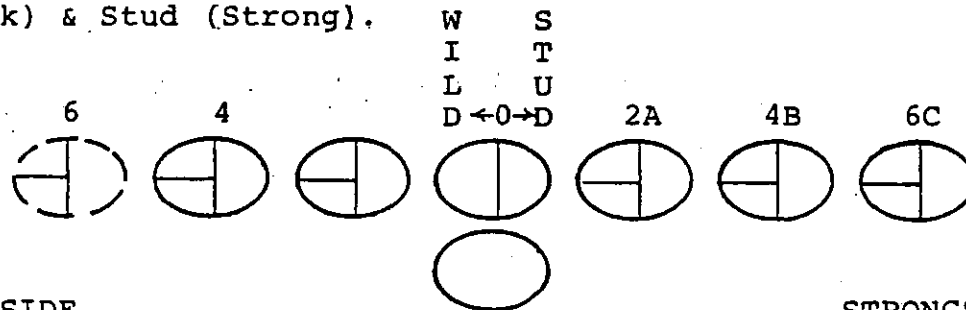


1. Darkened area of offensive line denotes odd number alignment.
2. Darkened area also indicates gap responsibility.

3. Darkened area with horizontal line denotes odd number alignment and inside gap responsibility.



1. A vertical line through the middle indicates an even alignment.
2. A horizontal line outside indicates outside gap responsibility.
3. A horizontal line inside indicates inside gap responsibility.
4. The gap responsibility of the Nose, when aligned in "0", is Wild (Weak) & Stud (Strong).



WEAKSIDE

STRONGSIDE

Responsibility for blocking assignments can depend upon the level where defensive players are aligned.

Everything beyond 5 yds. is 3rd level

5 Yds. 2nd level

L.O. inside heels of D.L. is 1st level

OFFENSIVE LINE COMMUNICATION SYSTEM

The use of the numbering system of offensive line calls is twofold. First, on every play that is called, whether it be run or pass, we will make alignment calls. The play called and the alignment of the defense will dictate the blocking scheme accordingly. Often the alignment call will have no effect on the play. Therefore, you have a system where making the alignment call every down gives the defense no key to our blocking scheme.

Secondly, by making alignment calls, it will trigger for the offensive line the proper footwork and target necessary to initiate the block.

The right side of the offensive line will make their calls first, followed by the left. Whether the Guard or the Tackle makes his call will depend upon the defensive front.

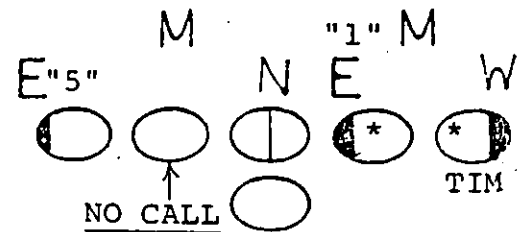
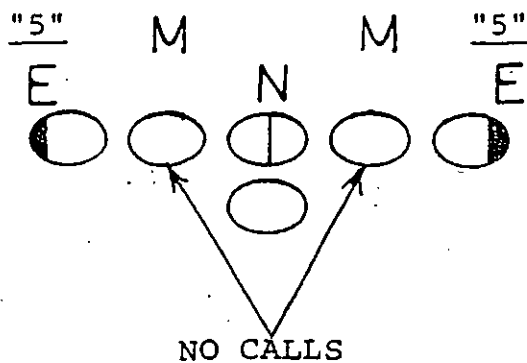
Whenever the Guards are uncovered, the Tackles will make alignment calls and the Guards will not. If the Guards are covered, they will make alignment calls. If, however, the Guard makes an alignment call and the Tackle makes a "TIM" call, the Guard to the side of the "TIM" must remake his call if the defender is aligned in a "2" or "1".

GUARDS ALIGNMENT CALLS -- 1 - 2 - 3

TACKLES ALIGNMENT CALLS -- 4B - 4 - 5

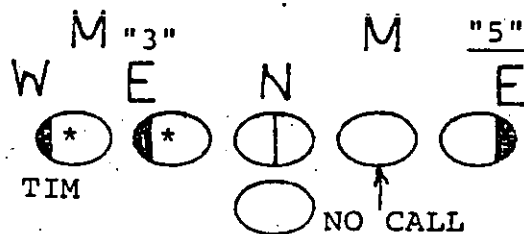
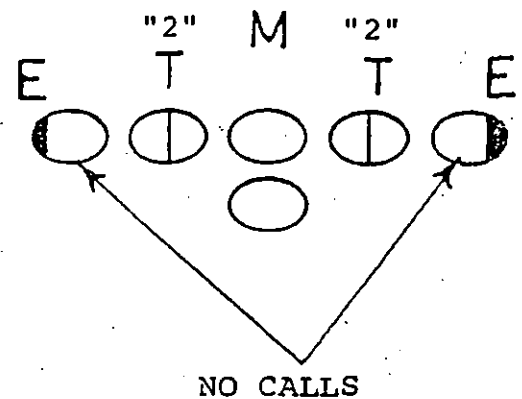
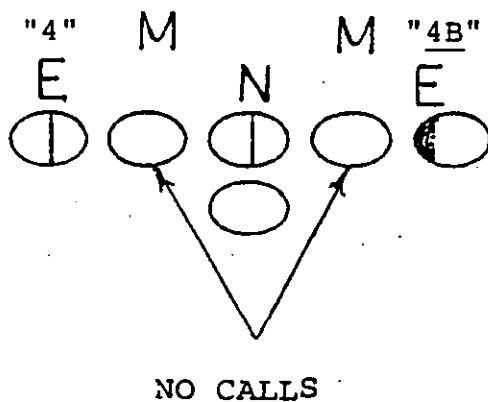
EXAMPLES OF COMMUNICATION SYSTEM

THE RIGHT SIDE WILL ALWAYS MAKE THEIR CALLS FIRST.



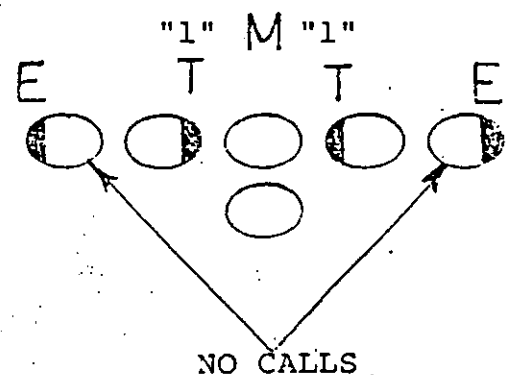
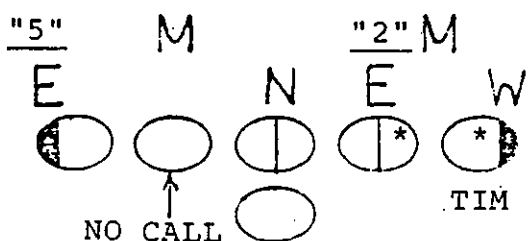
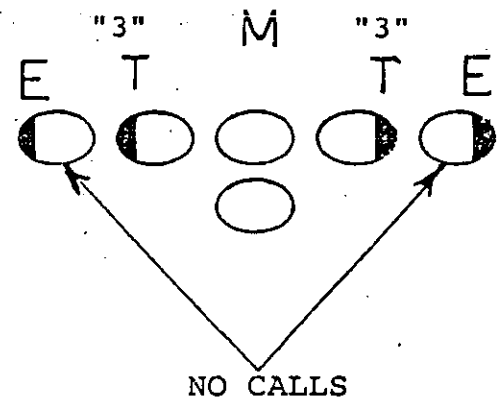
*Tackle will make a "Tim" Call after alignment call of Guard.

*Guard WILL repeat alignment call if defender is aligned in 2 or 1.



*Tackle will make a "Tim" Call after alignment call of Guard.

*Guard WILL NOT repeat alignment calls if defender is in a "3".



*Tackle will make a "Tim" Call after alignment call of Guard.

*Guard WILL repeat alignment call if defender is aligned in a "2" or "1".

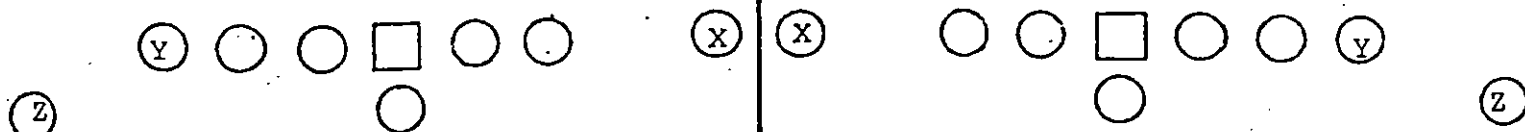
LINEBACKER LOCATIONS

A. MIKE - (MIDDLE LINEBACKER) LOCATIONS (Numbers)

(1) 10 - Off the ball and HEAD on the CENTER.

M

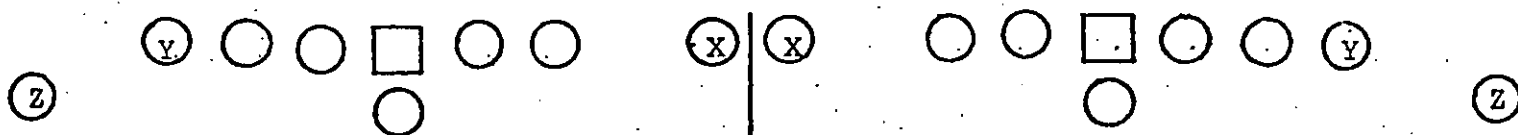
M



(2) 20 - Off the ball in the WEAKSIDE GUARD-TACKLE AREA.

M

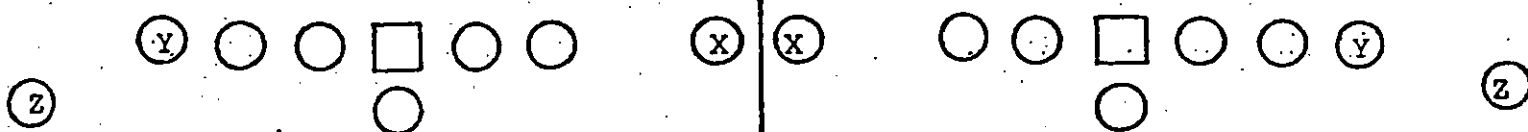
M



(3) 30 - Off the ball in the STRONGSIDE GUARD-TACKLE AREA.

M

M

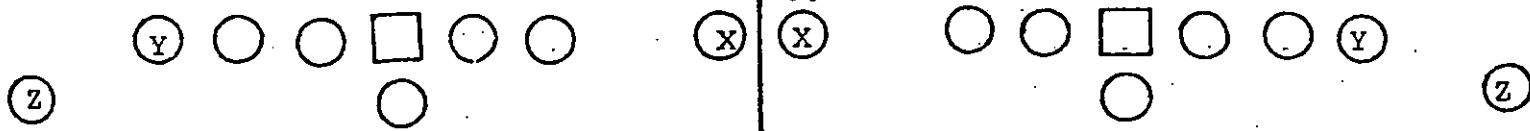


B. WILL (WEAK LINEBACKER) LOCATIONS - (Letters)

(1) X - Head on or slightly inside spread "X" End - WEAKSIDE.

W

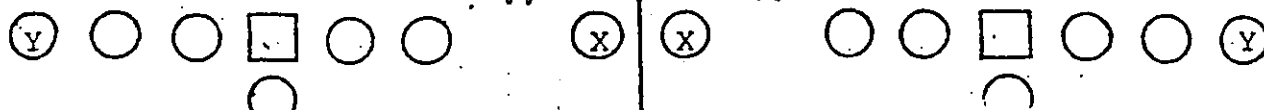
W



(2) W - Walkaway area about half-way between spread "X" End and offensive Tackle WEAKSIDE.

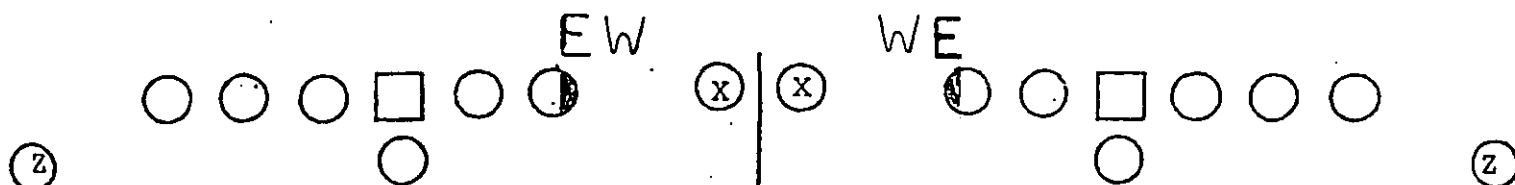
W

W

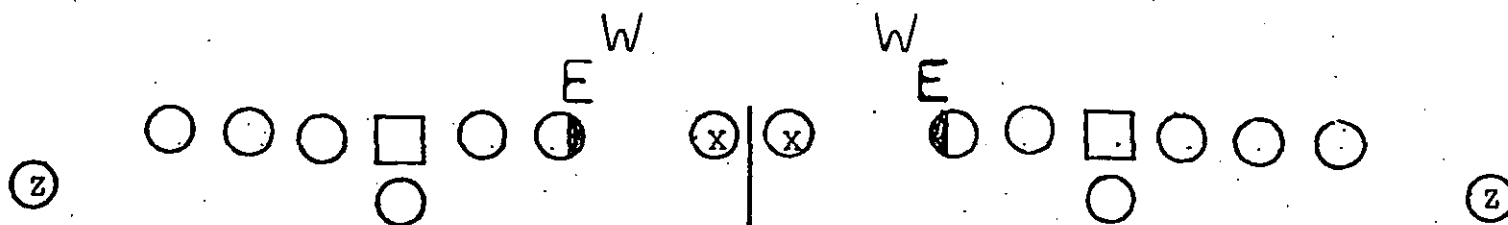


WILL (WEAK LINEBACKER) LOCATIONS - Continued

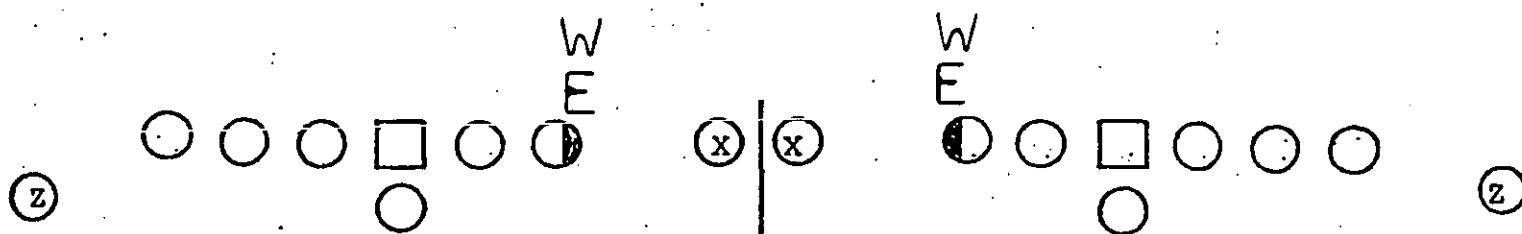
- (3) F - Force position - on the LOS outside of the Defensive End WEAKSIDE. (Base or Normal Position)



- (4) H - Hip position - 2 yards off the line of scrimmage and 1 yard outside of the Defensive End WEAKSIDE.

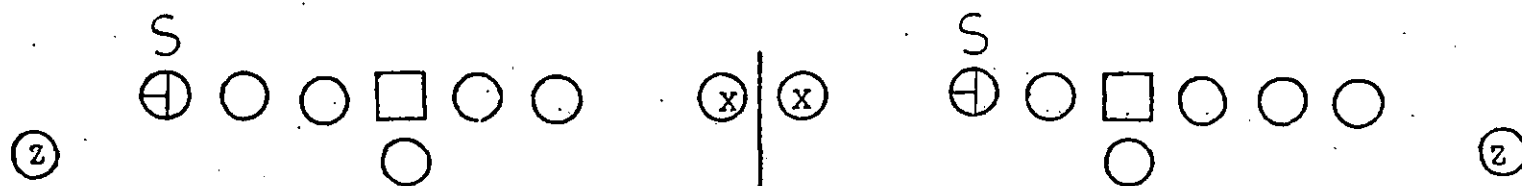


- (5) T - Stacked in tandem directly behind the Defensive End WEAKSIDE.

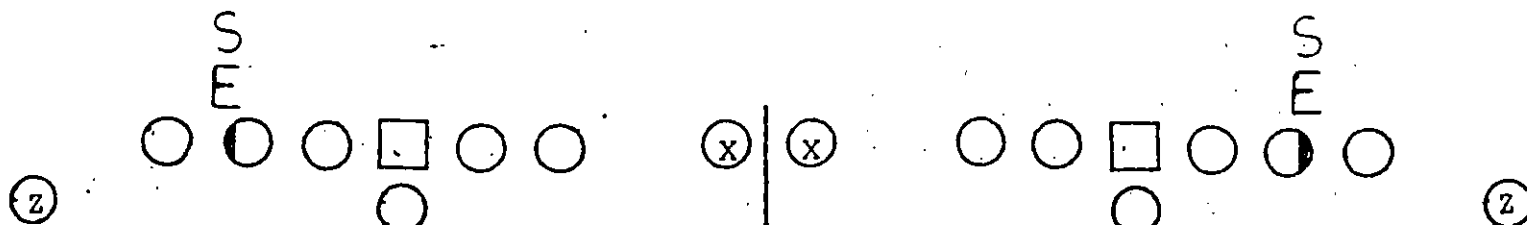


C. SAM - (STRONG BACKER) LOCATIONS (Words)

- (1) NORMAL - On the line splitting the "Y" End STRONGSIDE.

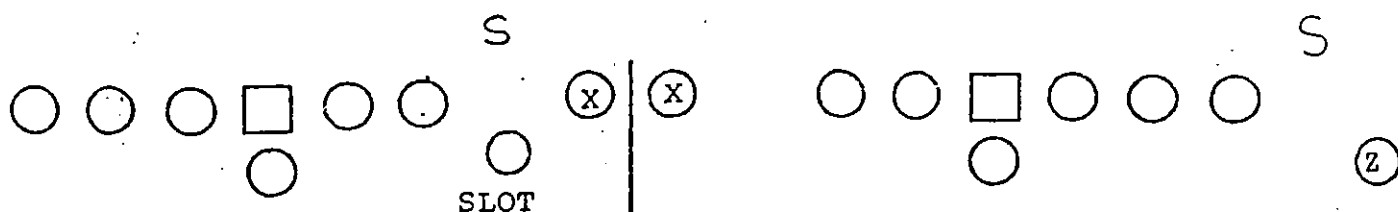


- (2) TAN - Stacked behind Defensive End STRONGSIDE.



SAM - (STRONG BACKER) LOCATIONS - (Continued)

- (3) SLOT - The area halfway between "Y" & "Z". Slot Formations - head up on the "SLOT" or slightly inside.

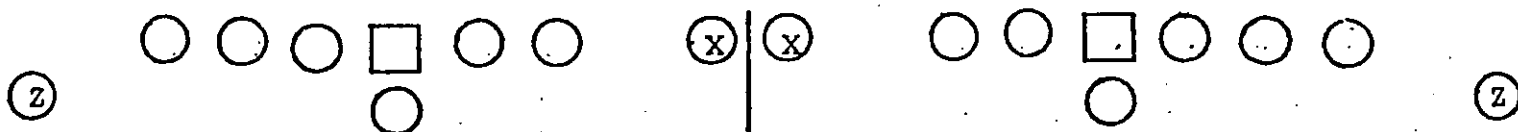


IV. SECONDARY LOCATIONS

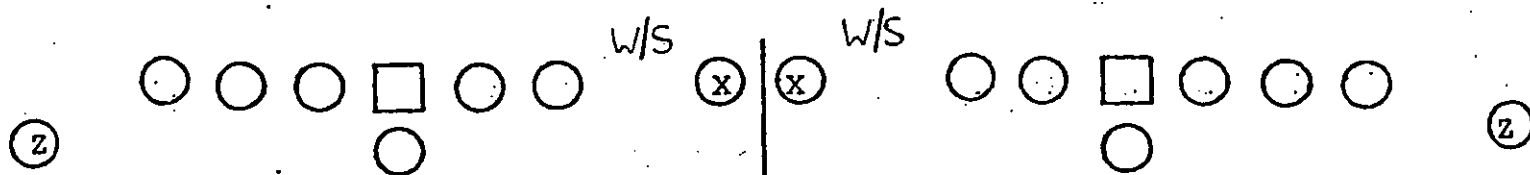
A. WEAK SAFETY LOCATIONS

- (1) WALKAWAY - The area between the spread "X" End and offensive Tackle WEAKSIDE off the line 3-4 yards.

W/S W/S

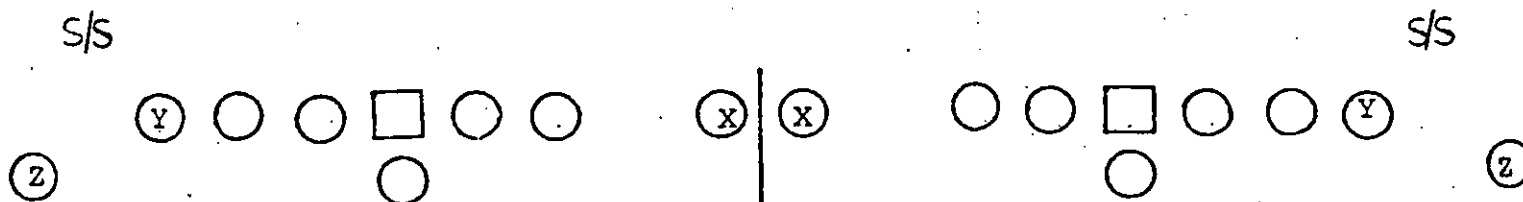


- (2) FORCE - On the LOS outside of the Defensive End WEAKSIDE.

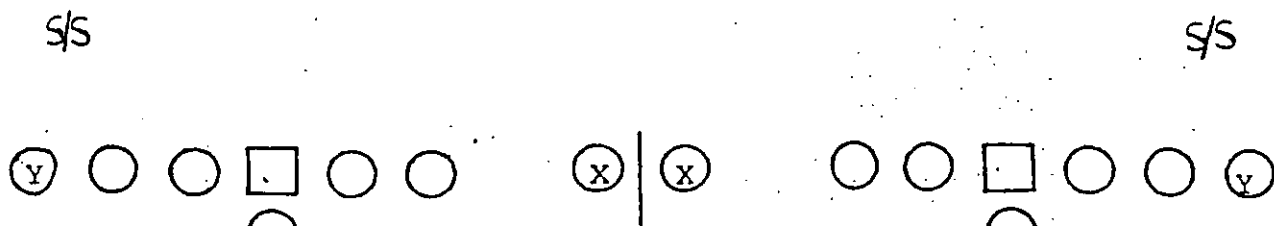


B. STRONG SAFETY LOCATIONS

- (1) SUP - Outside of the "Y" End - 3 yards deep.

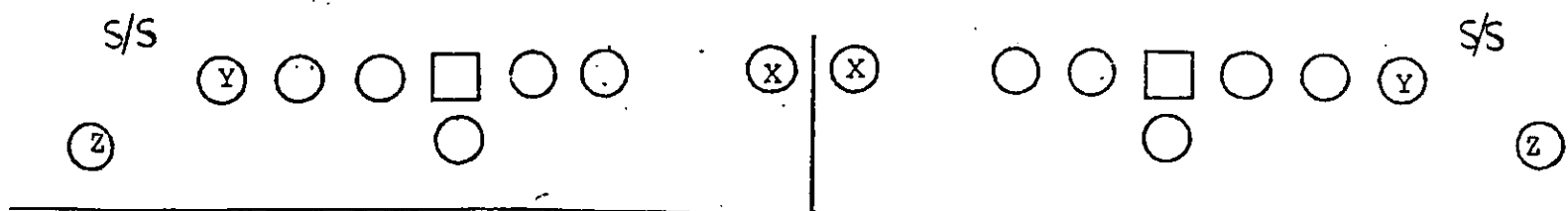


- (2) SIP - Inside of "Y" End - 3 yards deep.

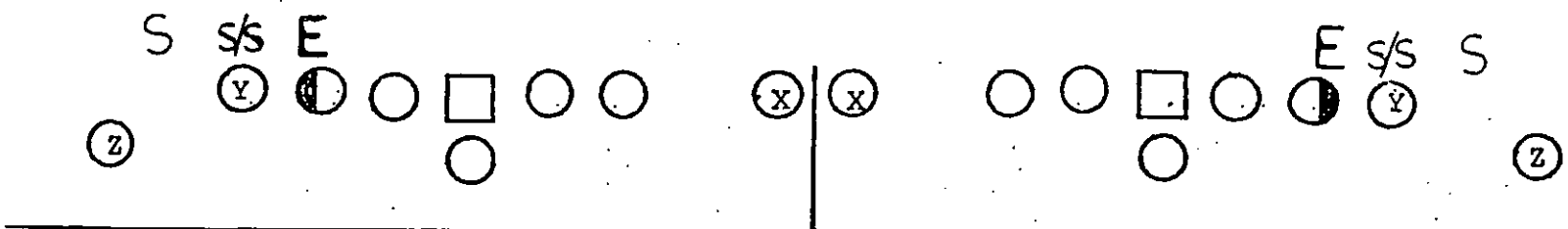


STRONG SAFETY LOCATIONS - Continued

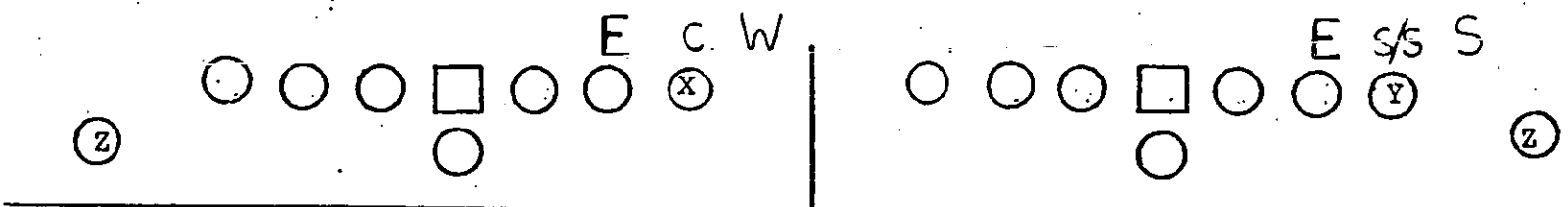
(3) SOL - Outside of "Y" End on the line of scrimmage.



(4) OUT-CALL STRONG - Strong Safety and Sam exchange locations.

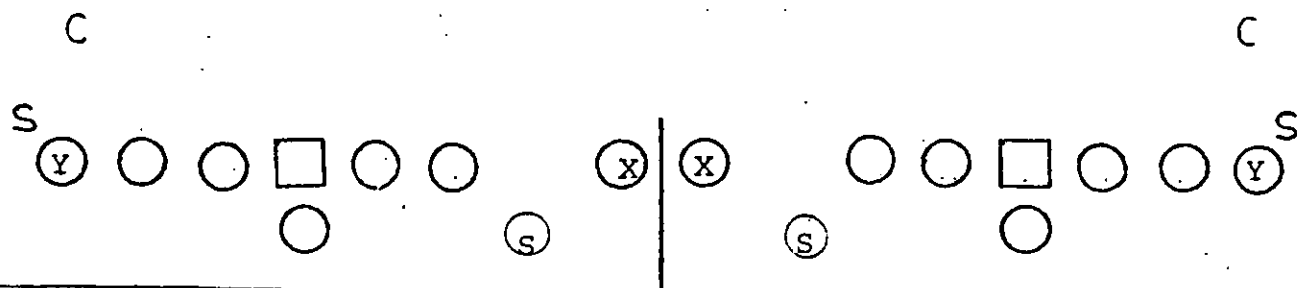


(5) OUT-CALL WEAK or DOUBLE OUT-CALL vs. two Tight End formations (both Sam and Will exchange locations with Strong Safety and Weakside Corner.)

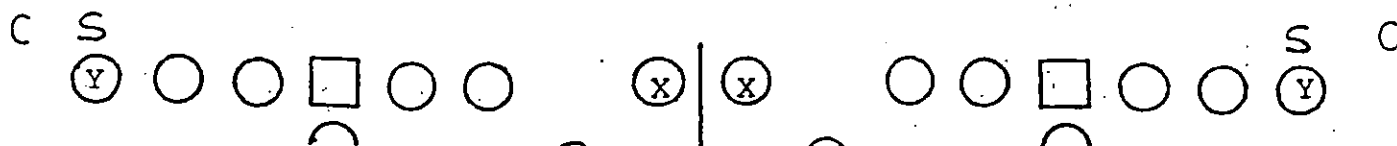


C. CORNER LOCATIONS (Vs. SLOT FORMATION or TIGHT X)

(1) CIP - Inside of "Y" - 3 yards deep.



(2) COL - Outside of "Y" End on the line of scrimmage.

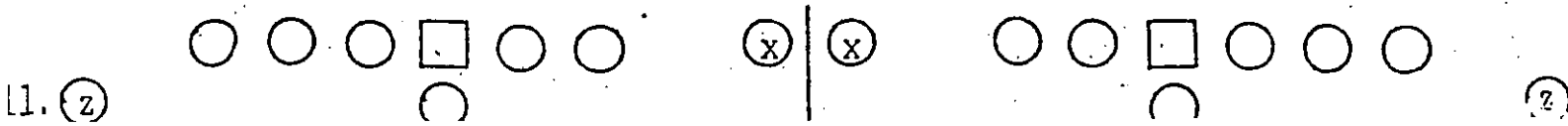
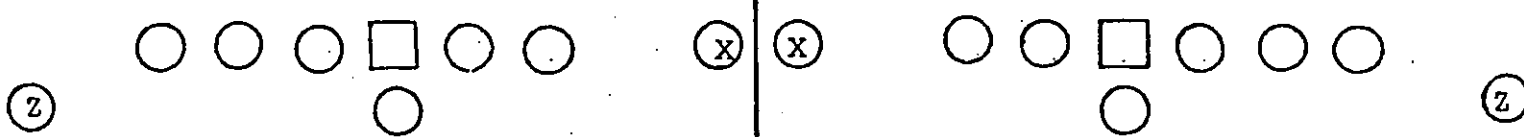
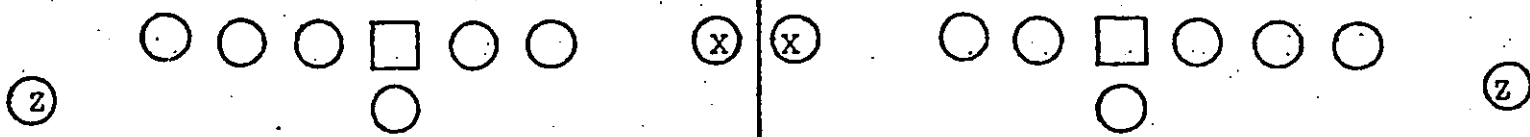
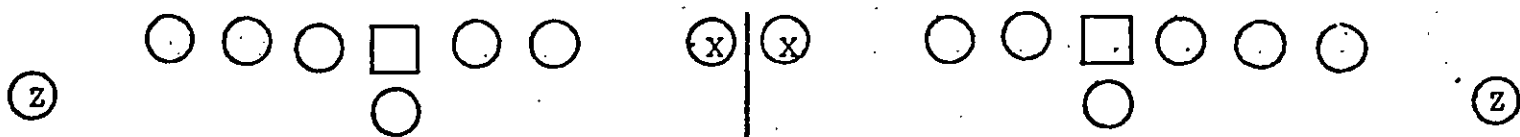
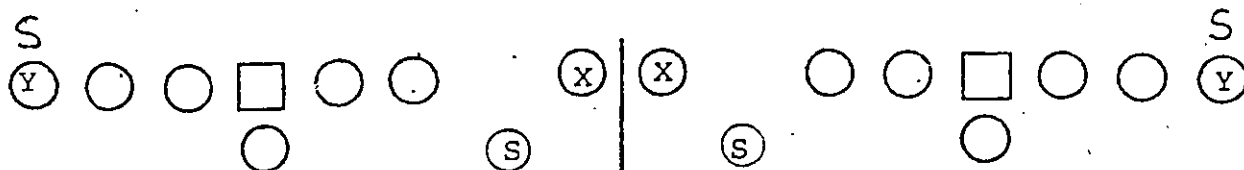


CORNER LOCATIONS - (Continued)

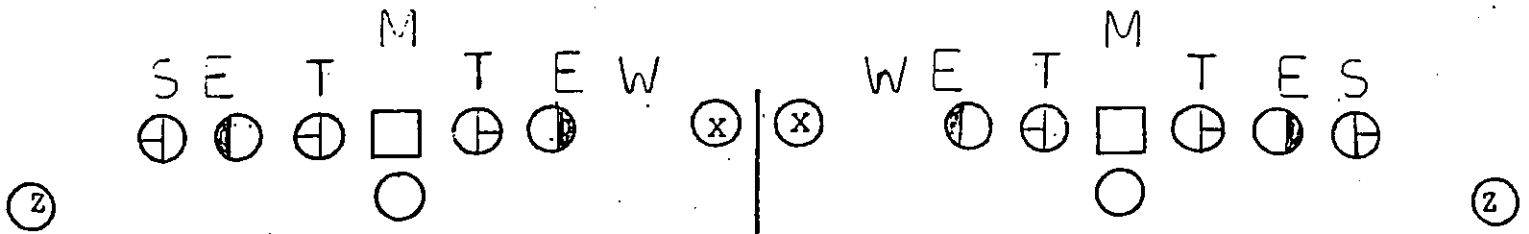
(3) CUP - Outside of "Y" End - 3 yards deep.

C

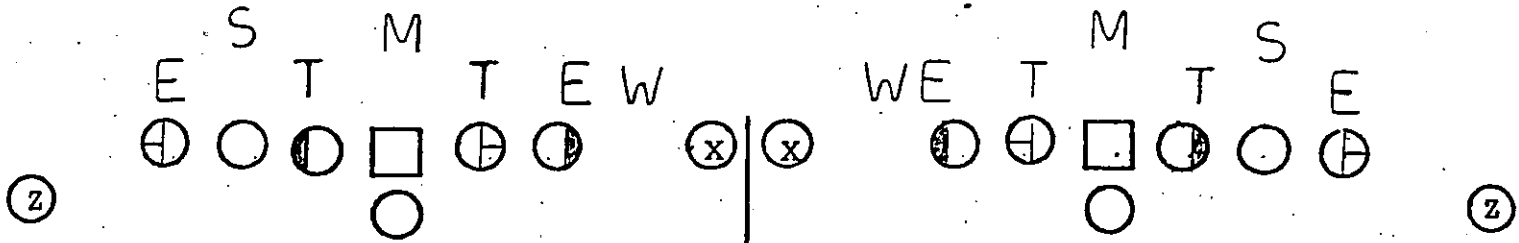
C



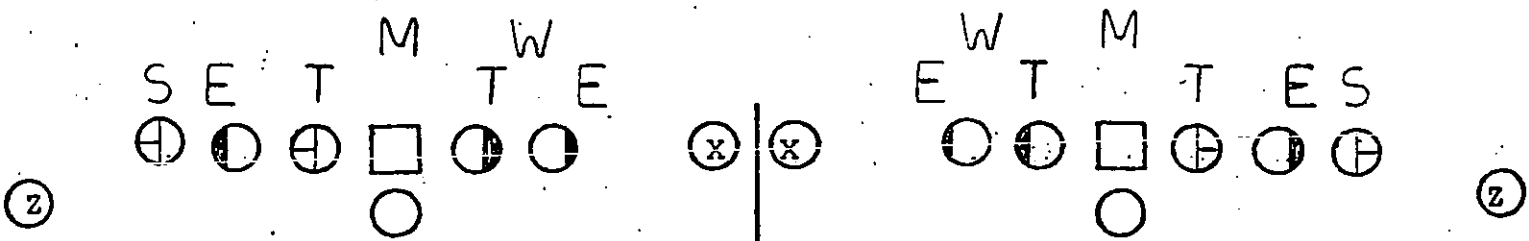
4-3



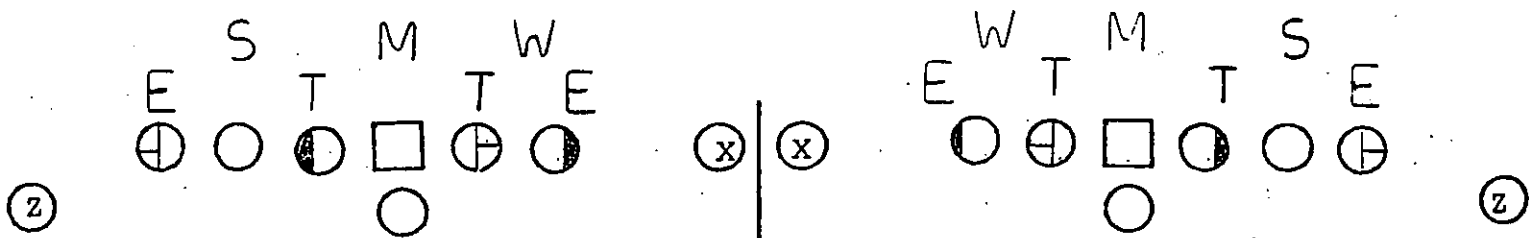
4-3 STRONG TIM



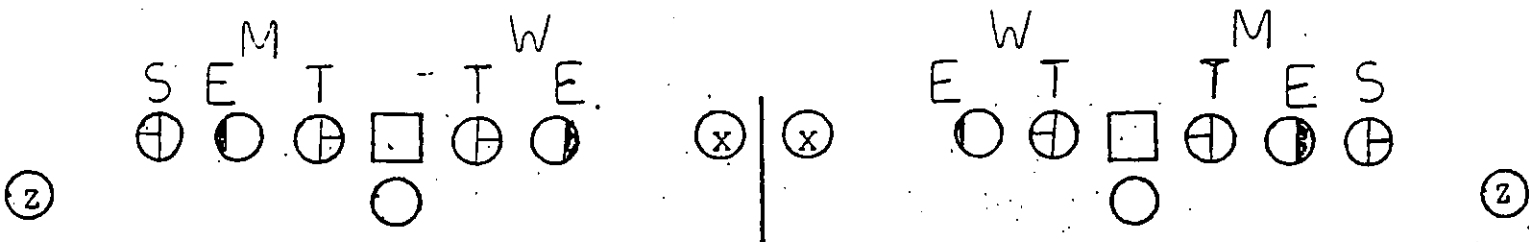
4-3 WEAK TIM



4-3 DOUBLE TIM



4-30 TIM



OVER

SE T T M EW (X) (X) WE M T T ES (Z)

OVER TIM

EST T M EW (X) (X) WE M T T S E (Z)

OVER TOM

EST T M EW (X) (X) WE M T S T E (Z)

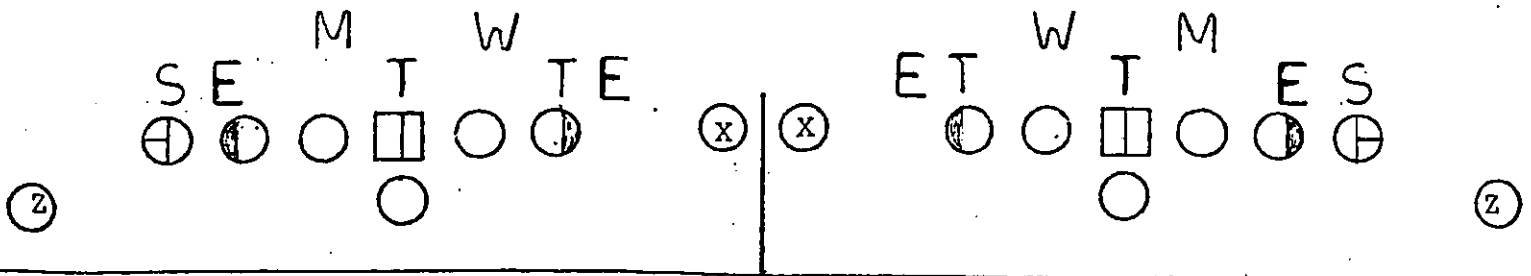
UNDER

SE M T T EW (X) (X) WE T T M ES (Z)

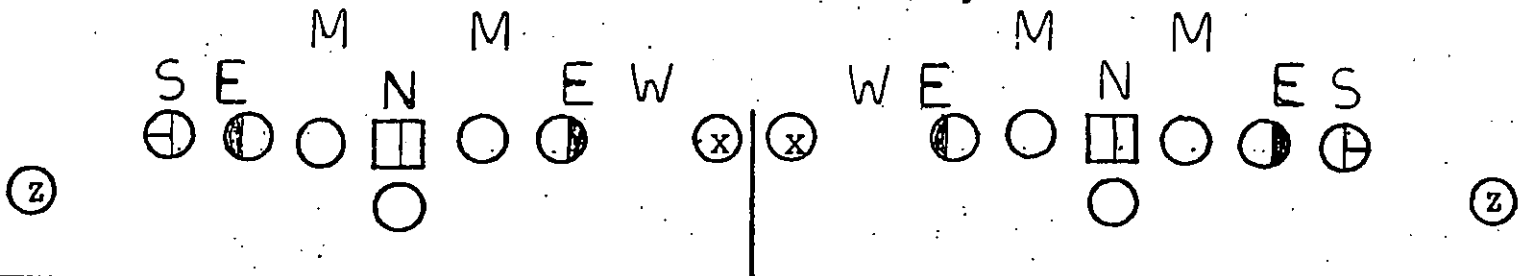
UNDER TIM

SE M T T W E (X) (X) WE T T M ES (Z)

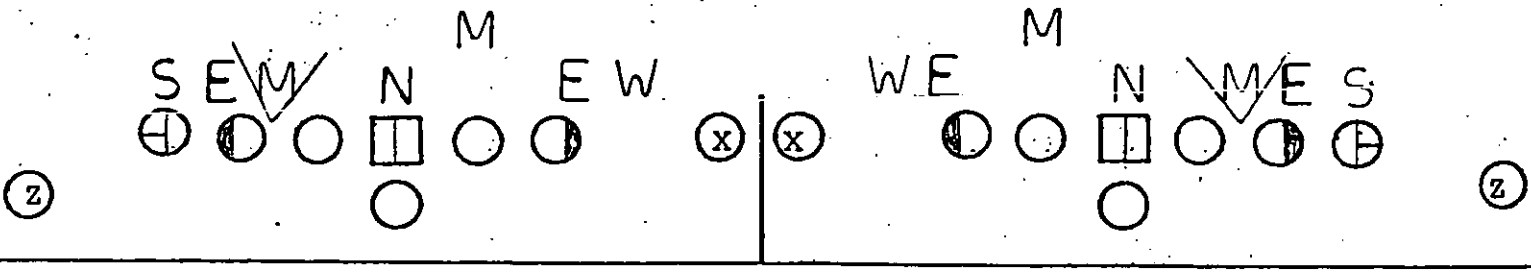
UNDER TOM



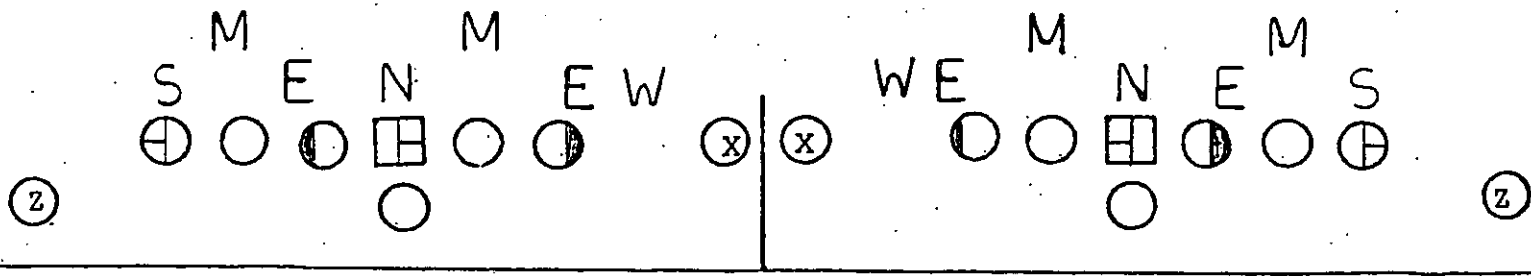
3-4



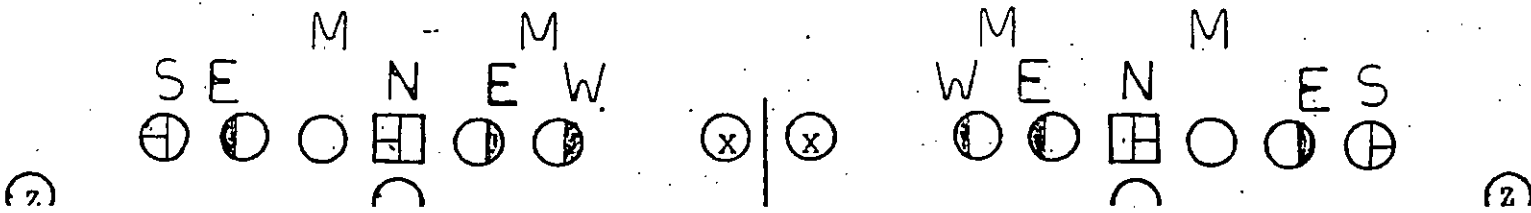
3-4 OVER



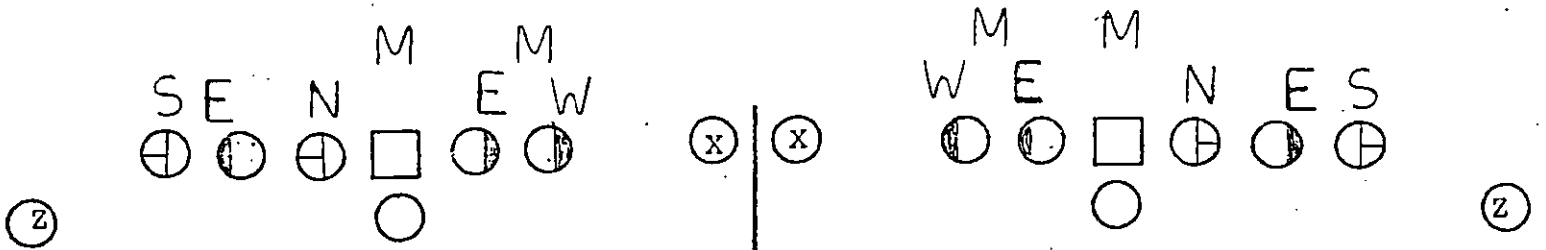
3-4 OVER TIM



3-4 UNDER TIM



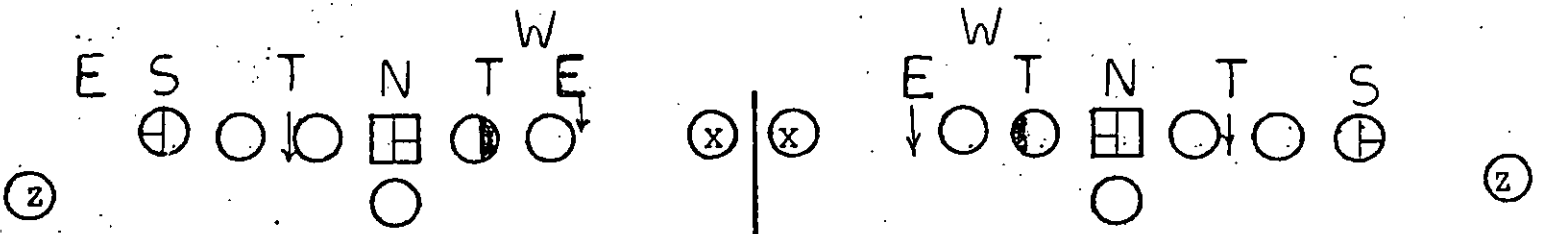
3-4 STRONG



3-4 WEAK

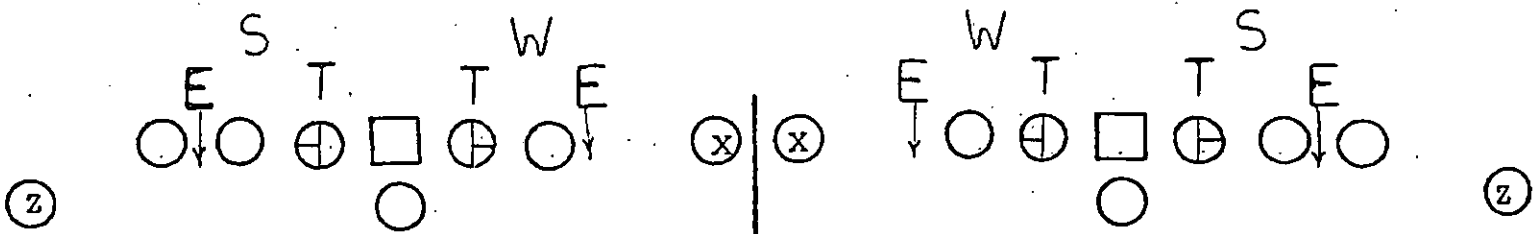


5-2

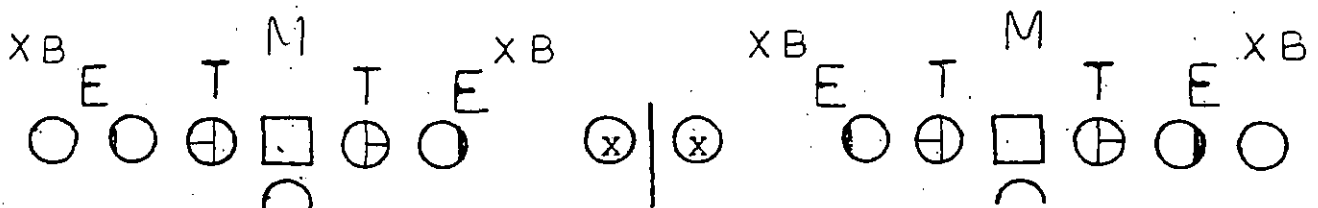


NICKEL DEFENSES

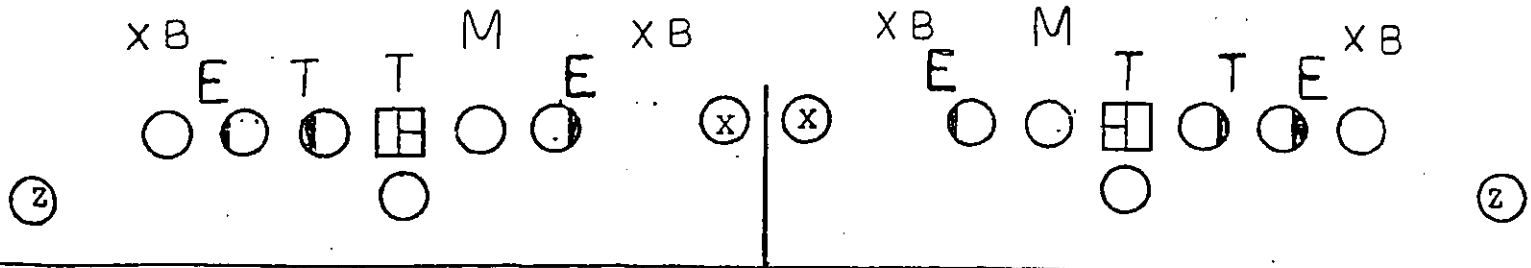
4-2 NICKEL



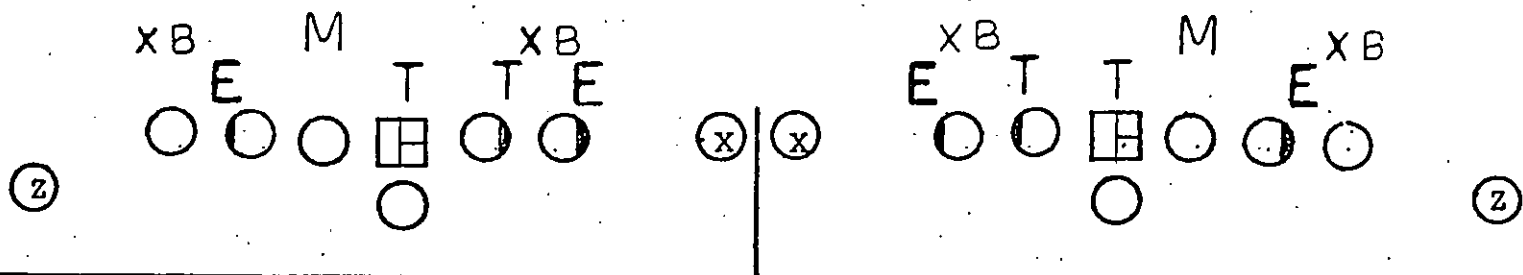
4-3 NICKEL



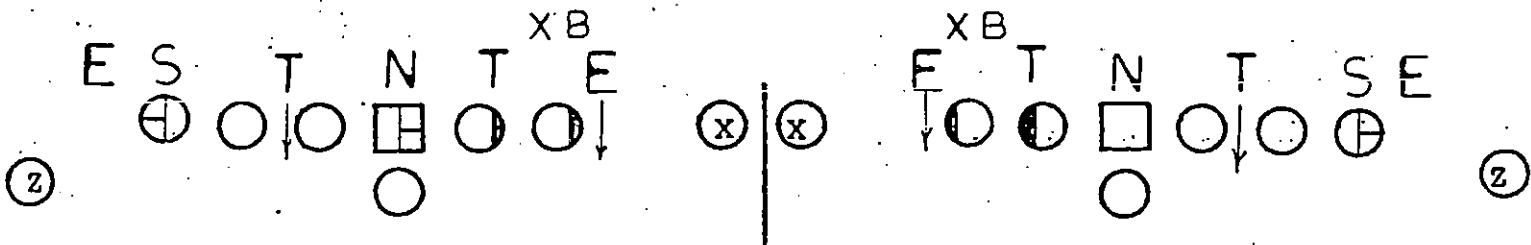
OVER - NICKEL



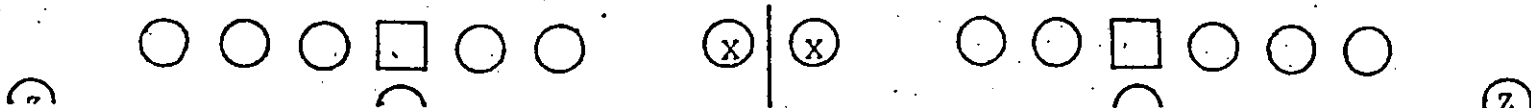
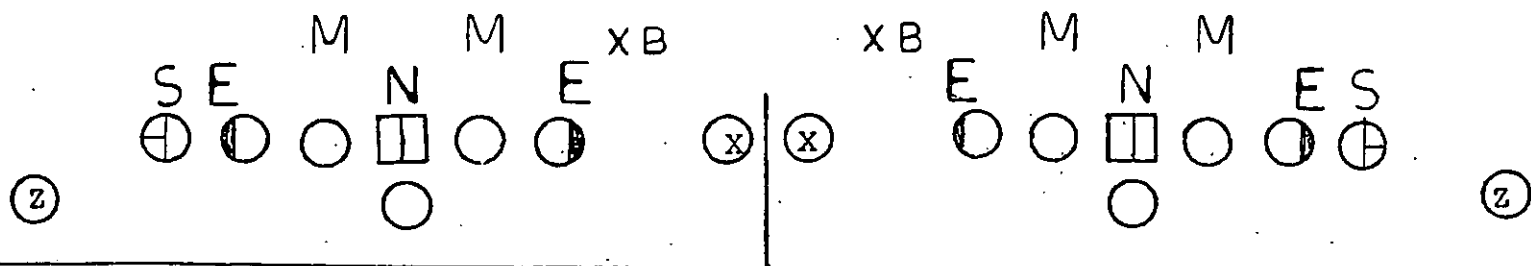
UNDER - NICKEL



5-2 - NICKEL



3-4 - NICKEL



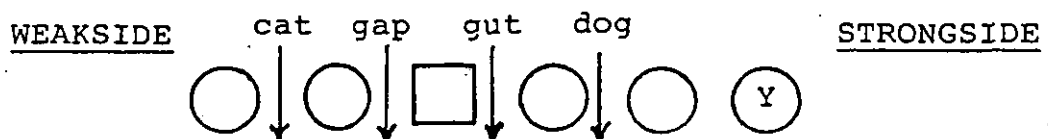
INTRODUCTION TO DOGGING AND BLITZING DEFENSE:

- A. DEFINITIONS -- Dog - One or more Linebackers penetrating beyond the line of scrimmage.

Key Dog -- Controlled Linebacker dogging technique used to force blocking back indecision and hesitation whether Linebacker is actually dogging. If Back goes out into pass pattern, Linebacker will cover him man to man.

Blitz - One or more members of the Defensive Secondary penetrating beyond the line of scrimmage

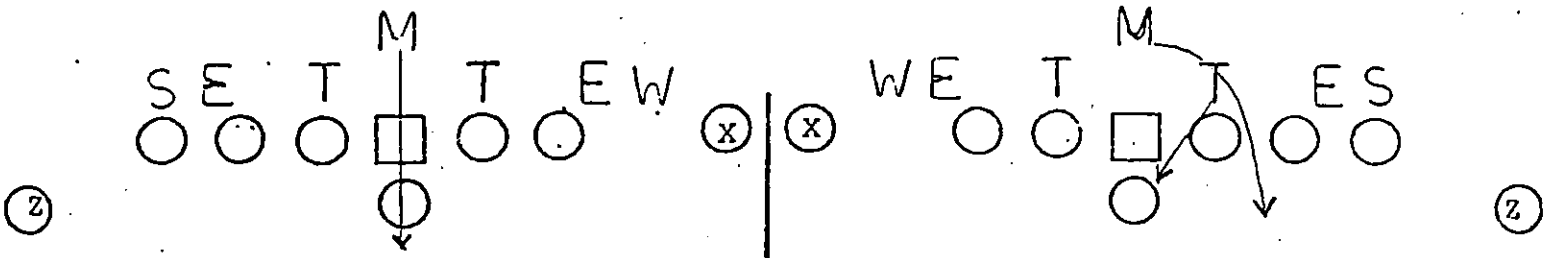
- B. PURPOSE --
1. Pressure Quarterback and disrupt the passing game timing to create interceptions.
 2. Create confusion in pass protection assignments and force opponent into maximum protection.
 3. Break up blocking patterns in running plays.
- C. The drawing below indicates the weakside and strongside names given to the areas of Linebacker penetration.



- D. Designated Backers involved in the rush.
1. Single Backer rush - Sam (Strong Linebacker)
 - Mike (Strong Inside Linebacker)
 - Mac (Weak Inside Linebacker)
 - Will (Weak Linebacker)
 2. Swarm - Both outside backers rush (Sam and Will).
 3. Weak Dog - Weak Backer and Mike rush (Mike rushes strongside).
 4. Weak Cat - Weak Backer and Mike rush (Mike rushes weakside).
 5. Strong Dog - Strong Linebacker and Mike rush (Mike rushes strongside).
 6. Strong Cat - Strong Linebacker and Mike rush (Mike rushes weakside).
 7. Mad Dog - Three or more Linebackers rush passer.
 8. Double "G" - The Mike and Weak Linebacker (Will) rush up the middle (Guard-Center gaps). (Cross may be used - Double G - "X"-It.)
 9. Twins - Used in 3-4 Defense -- Mike and Mac rush.
 - a. Twins Weak - Mike and Mac both rush weakside.
 - b. Twins Strong - Mike and Mac both rush strongside. (On Twins weak and strong the defense may employ crossing action by the two interior Linebackers and "X"-It.)
- E. Defensive Secondary blitzes are identified by Offensive hole numbering.
1. Weak Safety (W/S) - Single digit thru hole blitzed.
Example: 8; 5
 2. Strong Safety (S/S) - Double digit thru hole blitzed.
Example: 99; 22

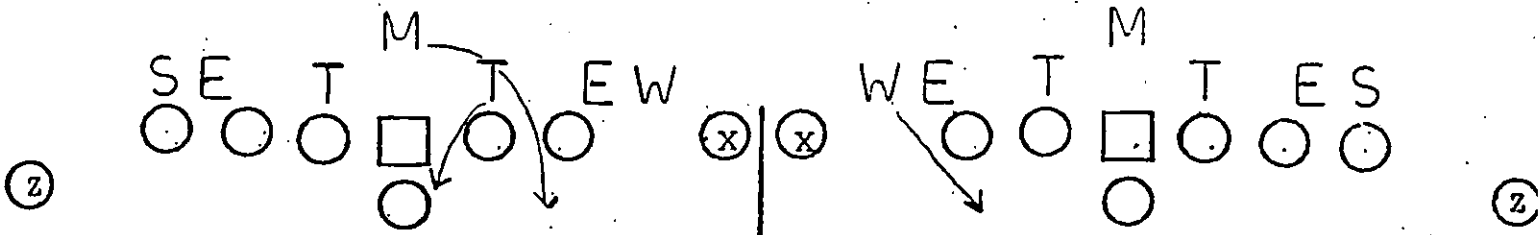
MIKE

MIKE DOG



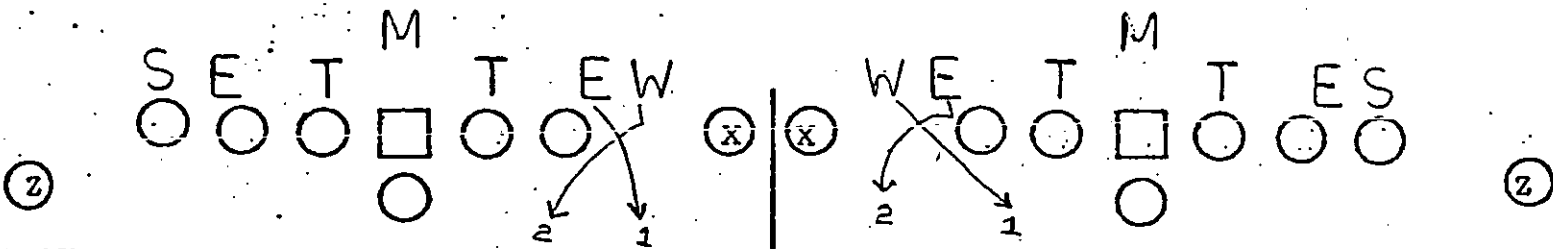
MIKE CAT

WILL



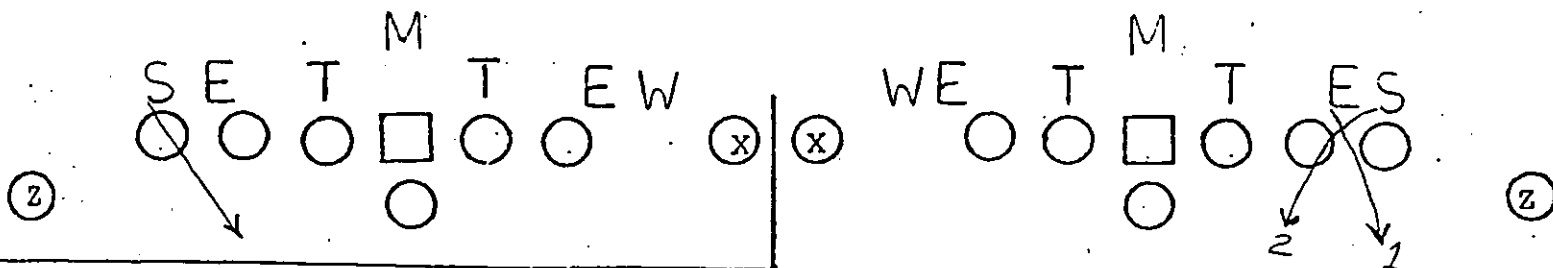
E-WILL

WILL E



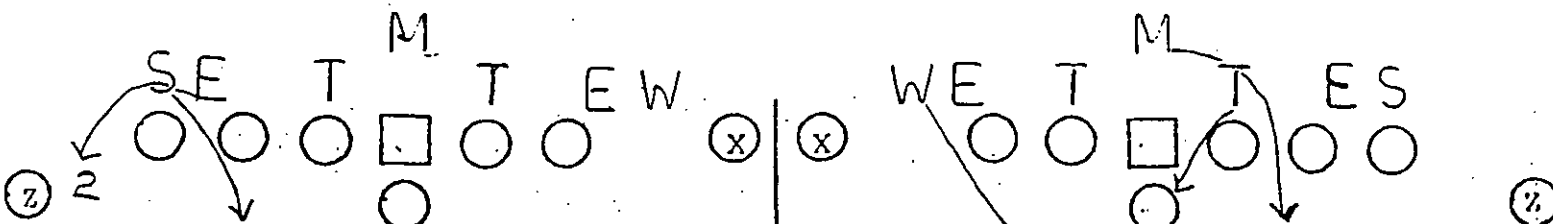
SAM

E-SAM

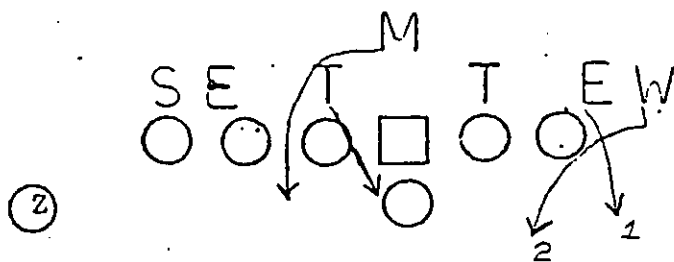


SAM E

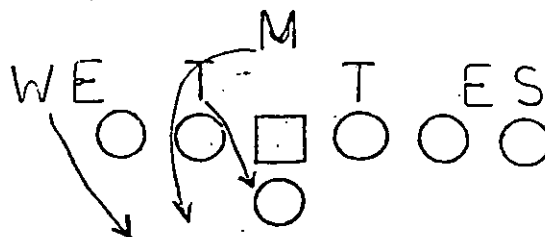
WEAK DOG



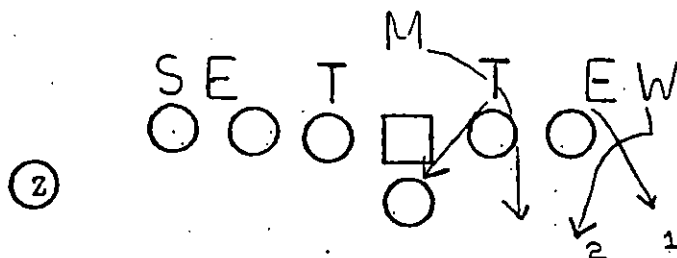
WEAK DOG E-WILL



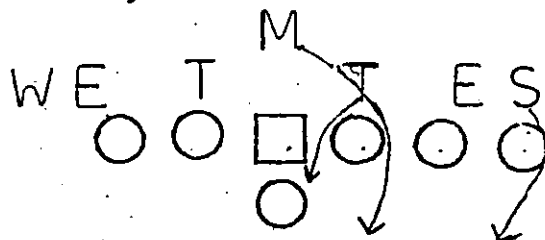
WEAK CAT



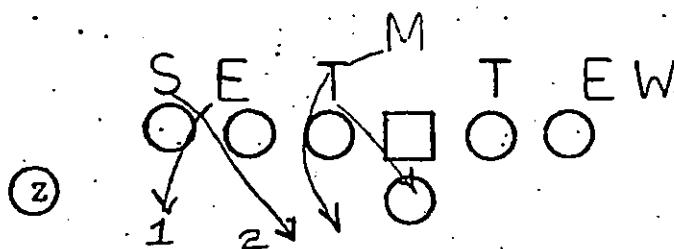
WEAK CAT E-WILL



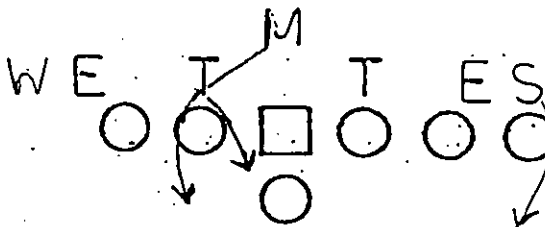
STRONG DOG



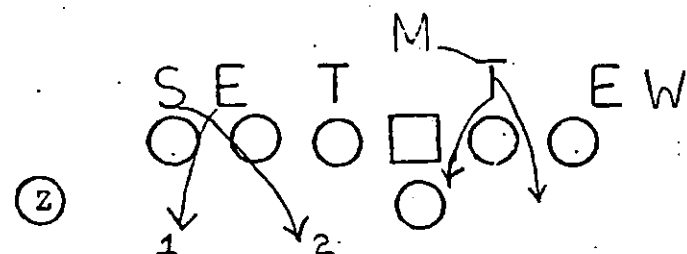
STRONG DOG E-SAM



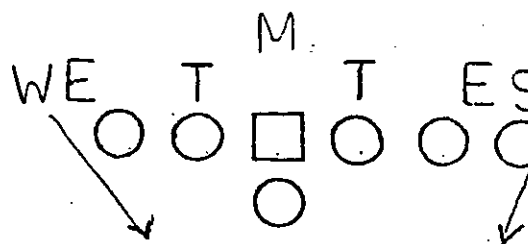
STRONG CAT



STRONG CAT E-SAM



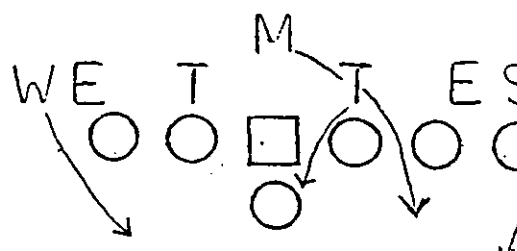
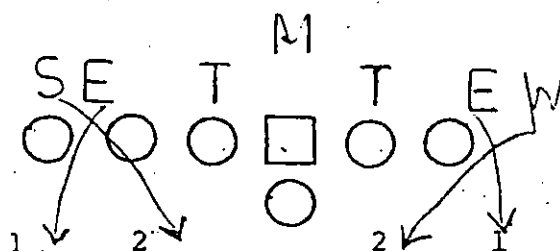
SWARM



E-SWARM

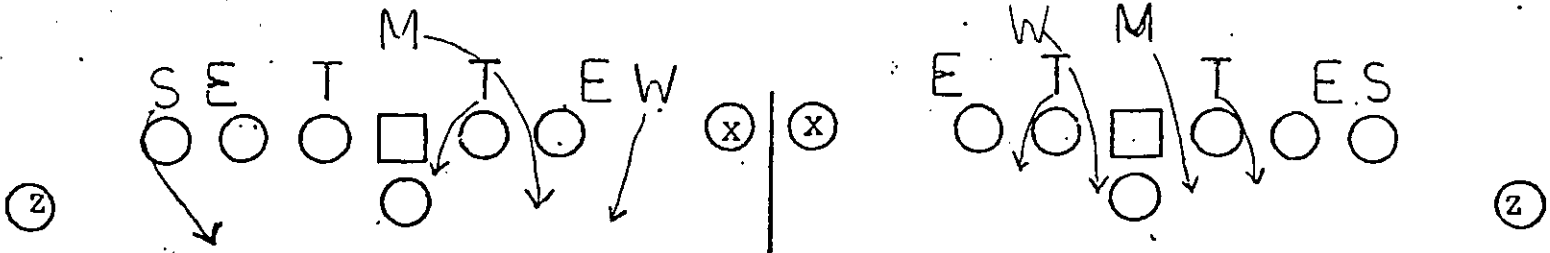
(SWARM E = Sam & Will 1st)

MAD DOG



MAD CAT

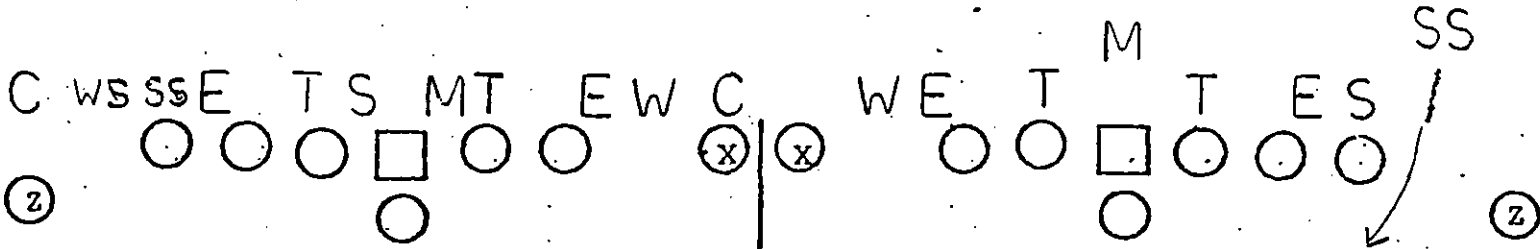
DOUBLE G



BLITZES

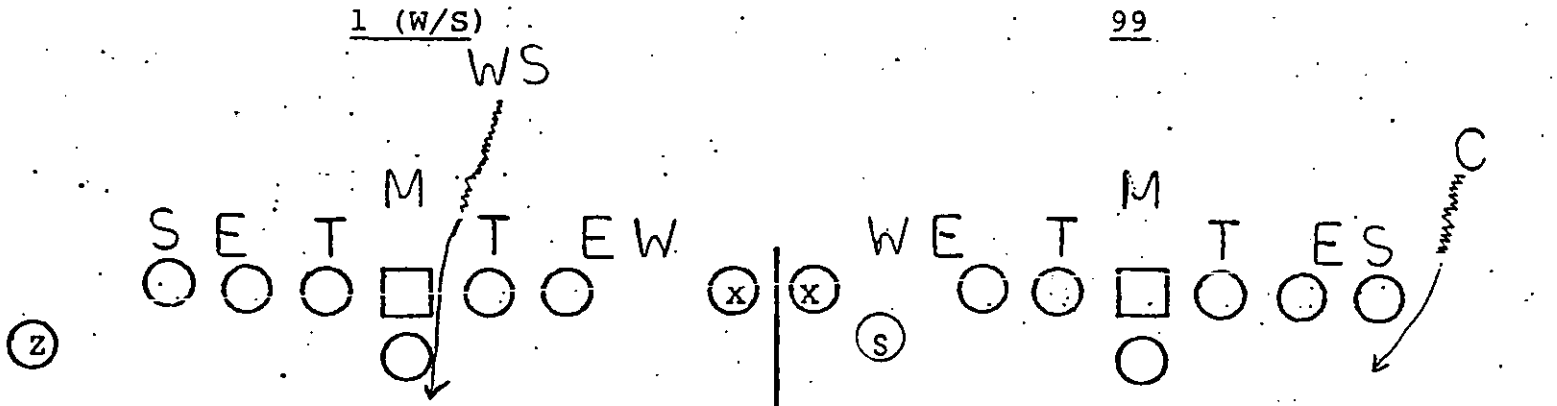
DETROIT DOUBLE G

99 (S/S)



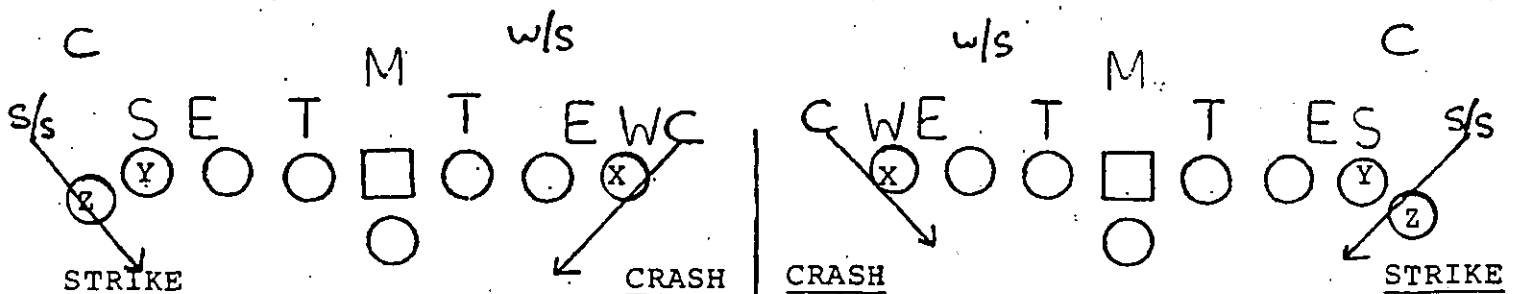
1 (W/S)

99



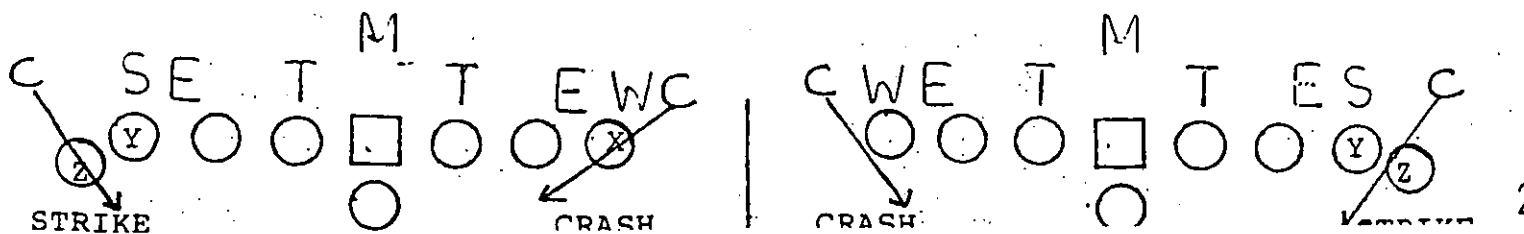
SHORT YARDAGE AND GOAL LINE BLITZES

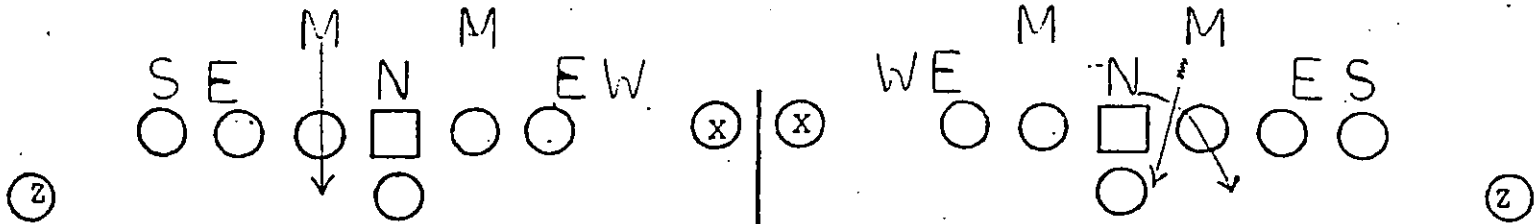
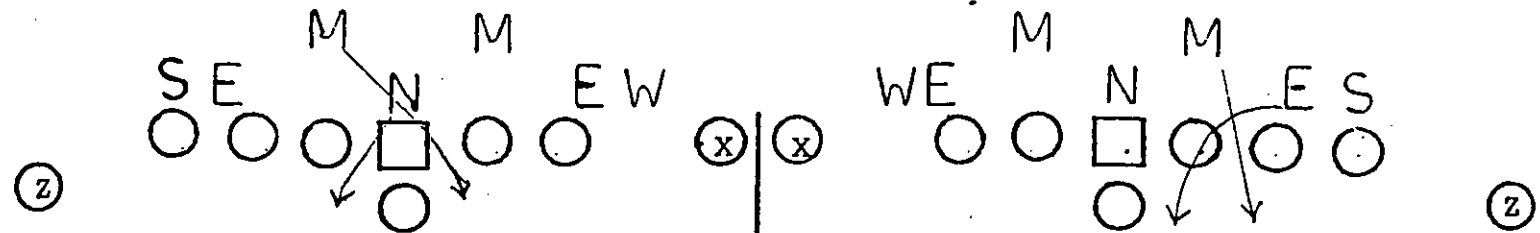
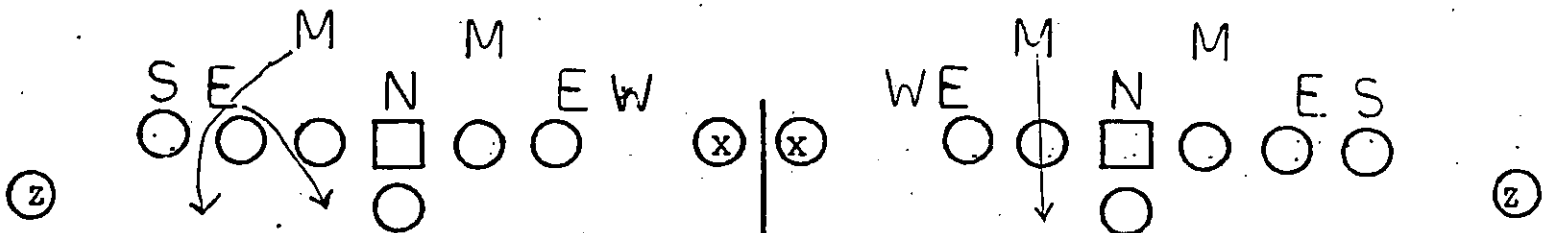
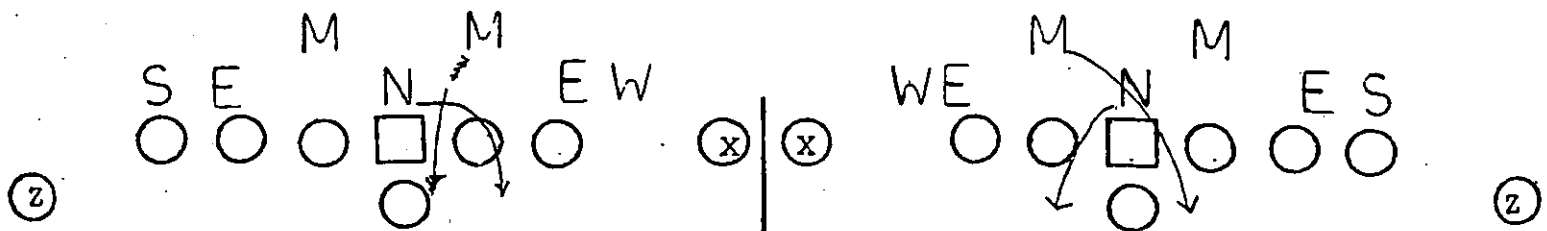
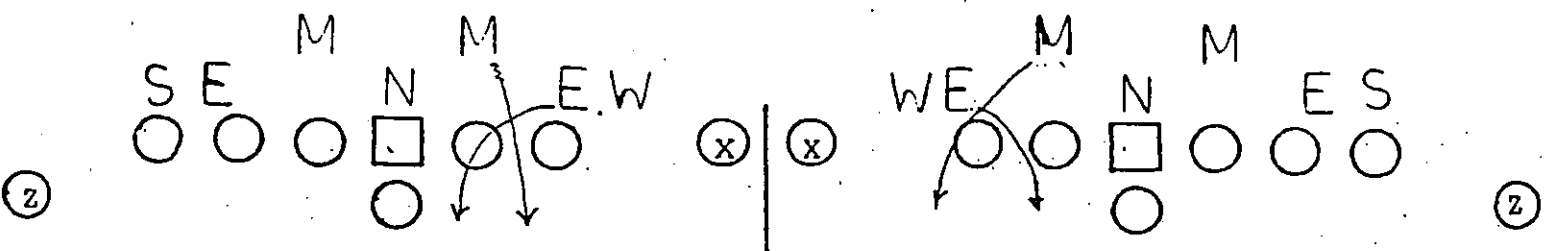
STRIKE - STRONGSIDE DEFENSIVE BACK BLITZ (S/S or CORNER)



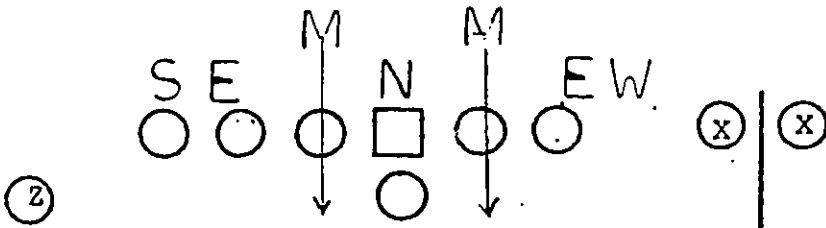
CRASH - WEAKSIDE CORNER BLITZ

S/S W/S W/S S/S

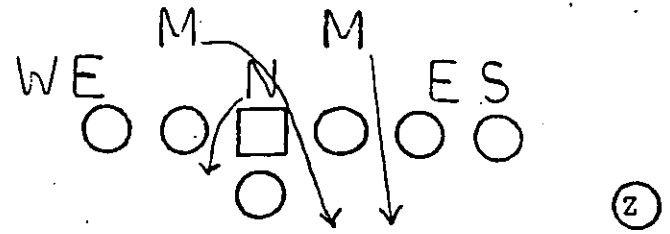


MIKEMIKE - NOSE (M-N)NOSE - MIKE (N-M)MIKE - END (M-E)(F = Fourth Linebacker - Mac)END - MIKE (E-M)MAC (F)MAC - NOSE (F-N)NOSE - MAC (N-F)MAC - END (F-E)END - MAC (E-F)

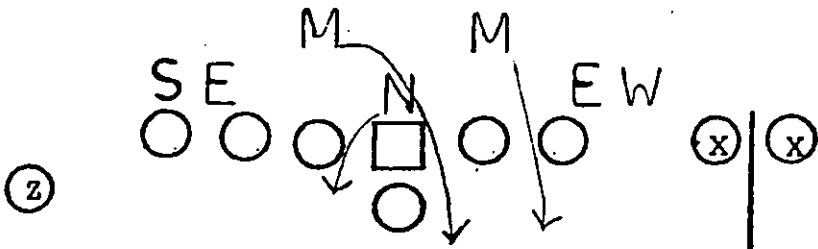
TWINS



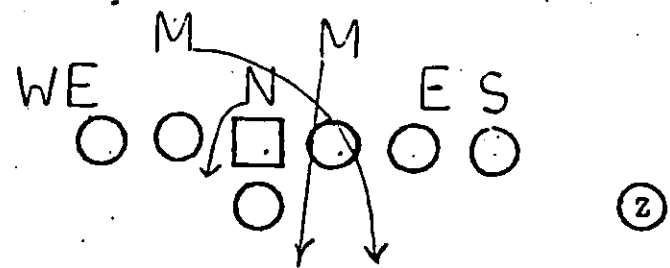
TWINS STRONG



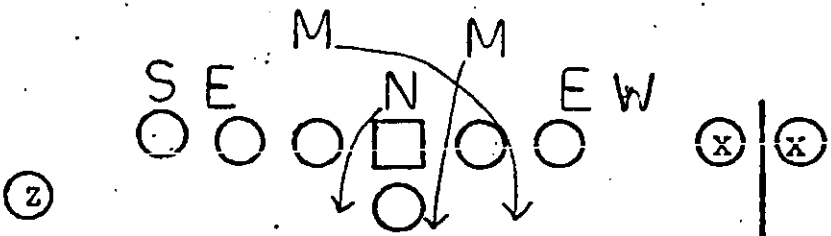
TWINS WEAK



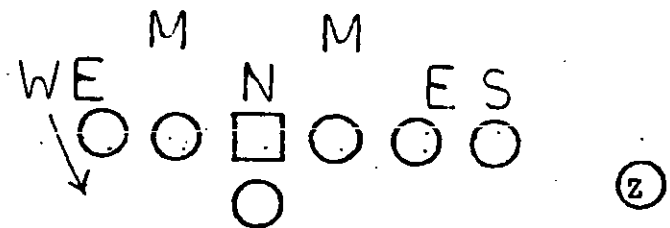
TWINS STRONG X-IT



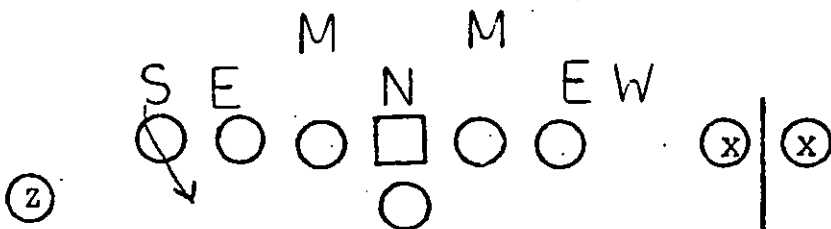
TWINS WEAK X-IT



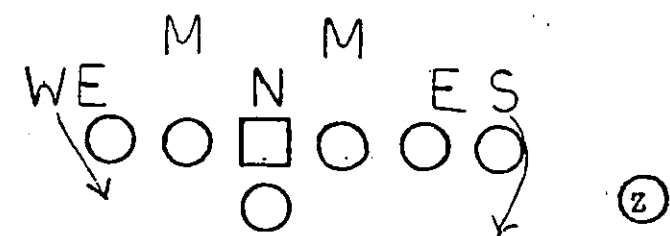
WILL



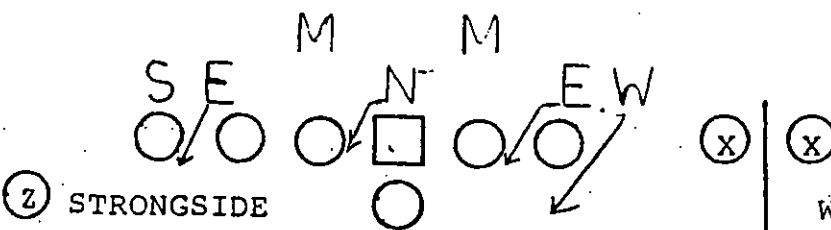
SAM



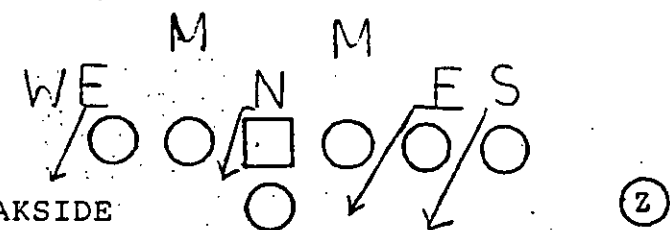
SWARM



WILL SLANT (STRONG)



SAM VEER (WEAK)



STUNTS

The term used for pass rush or run down charge changes by defensive linemen. Each stunt is identified by a specific name.

END-TACKLE PASS RUSH STUNTS

REX = Right side (defensive tackle and end) - defensive tackle goes first.

LEX = Left side (defensive tackle and end) - defensive tackle goes first.

REX CHANGE = Right side (defensive tackle and end) - defensive end goes first.

LEX CHANGE = Left side (defensive tackle and end) - defensive end goes first.

TEX = Both sides (defensive tackles and ends) - defensive tackles go first.

TEX CHANGE = Both sides (defensive tackles and ends) - defensive ends go first.

TACKLE STUNTS

RISX = Both tackles - left defensive tackle goes first.

LISX = Both tackles - right defensive tackle goes first.

THREE DEFENSIVE LINEMEN

ISO RT = Right defensive tackle going around left defensive tackle and left defensive end.

ISO LT = Left defensive tackle going around right defensive tackle and right defensive end.

OSSI RT = Right defensive end going around right defensive tackle and left defensive tackle.

OSSI LT = Left defensive end going around left defensive tackle and right defensive tackle.

ADDITIONAL TERMS:

GRAB = 1st man Grabs

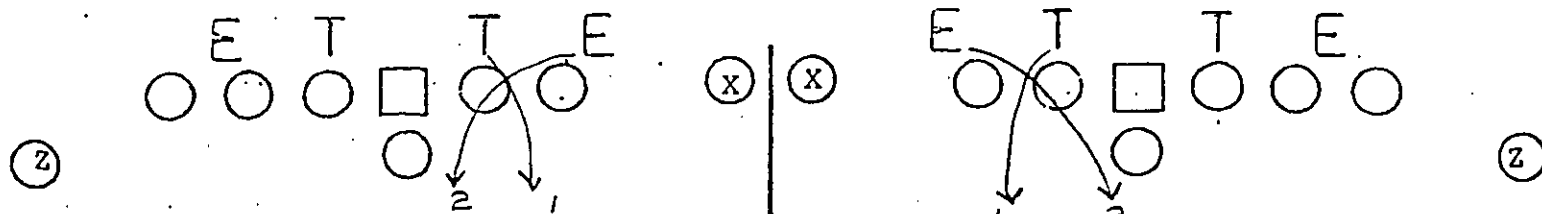
DELAYS = 2nd man Delays

DOUBLE DELAY = Both men Delay

SWITCH = Defensive tackles exchange pass rush lanes.

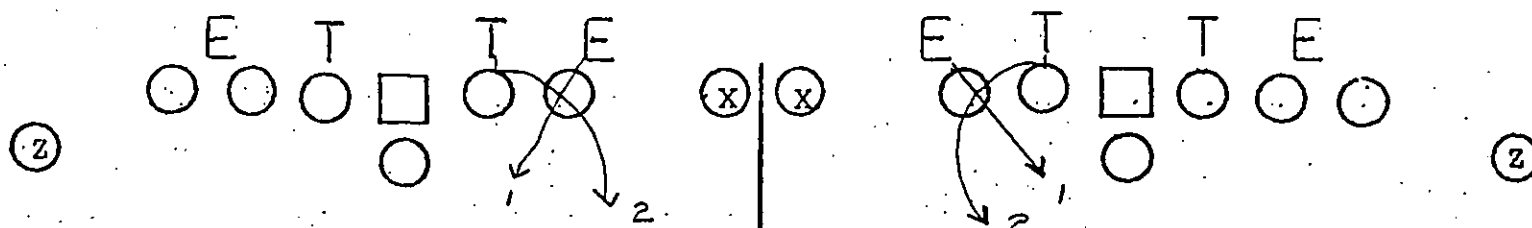
REX

LEX



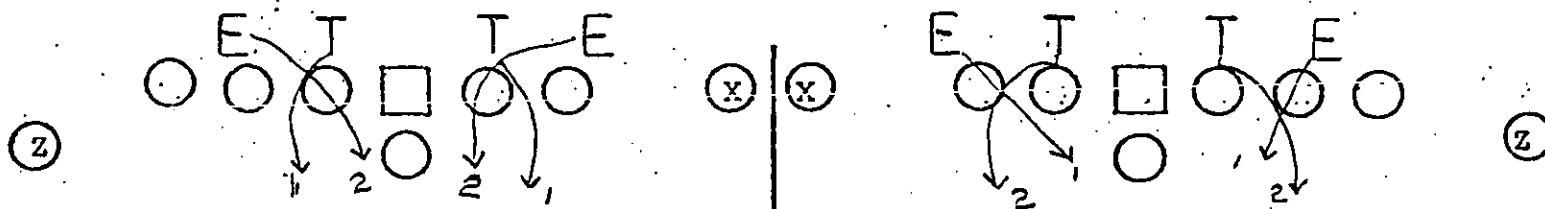
REX CHANGE

LEX CHANGE



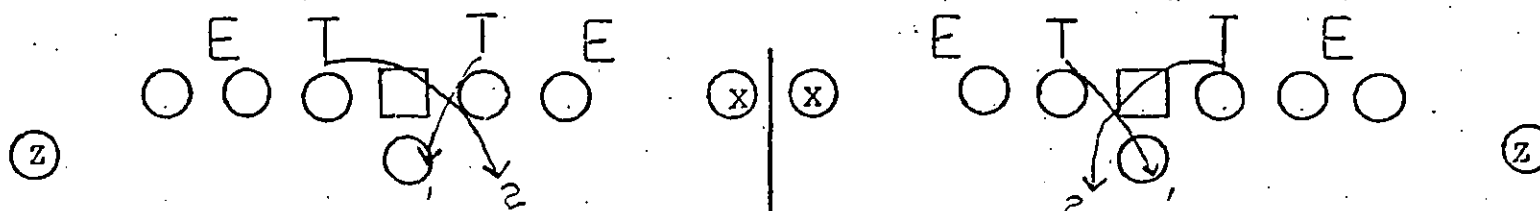
TEX

TEX CHANGE



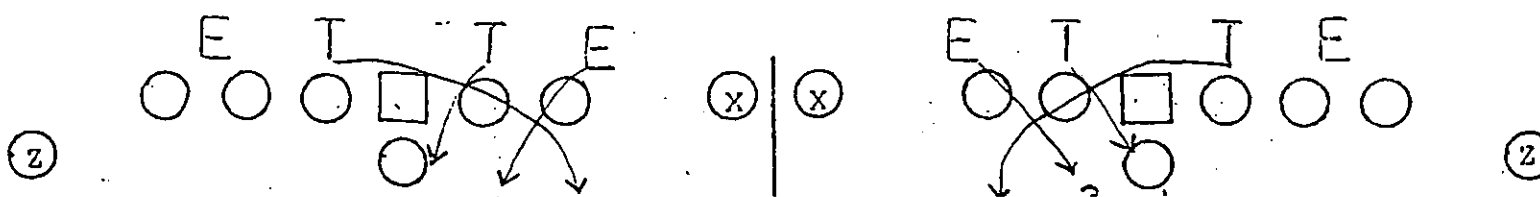
RISX

LISX

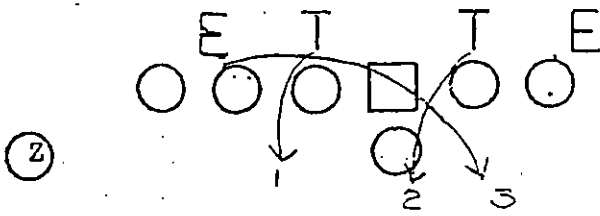


ISO RT

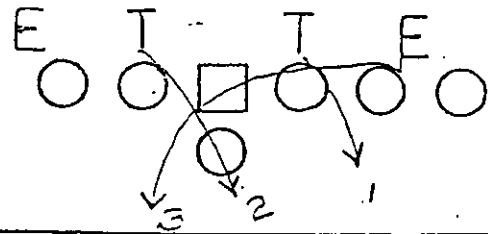
ISO LT



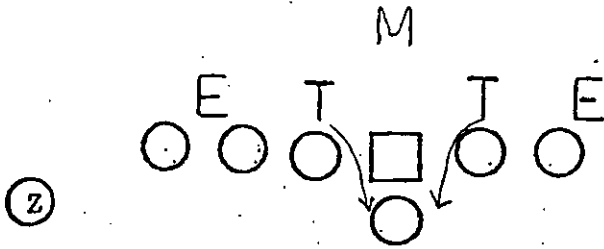
OSSI RT



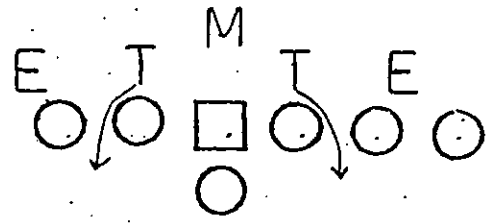
OSSI LT



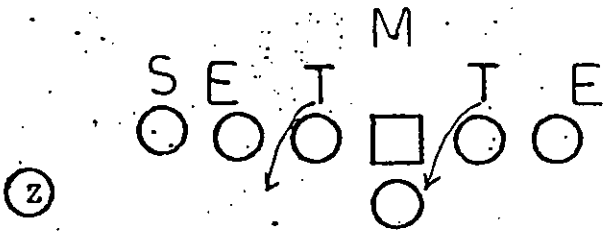
TACKLES INSIDE



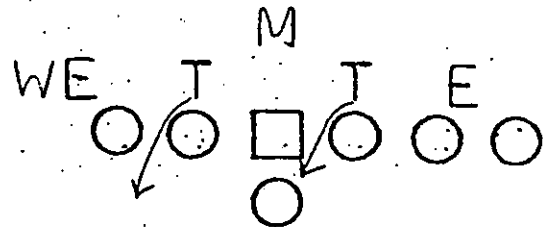
TACKLES OUTSIDE



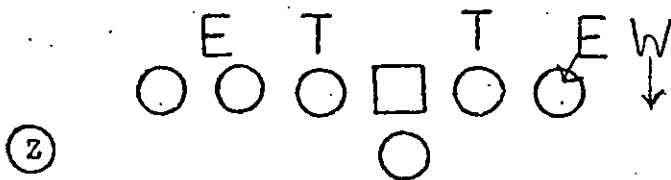
TACKLES STRONG



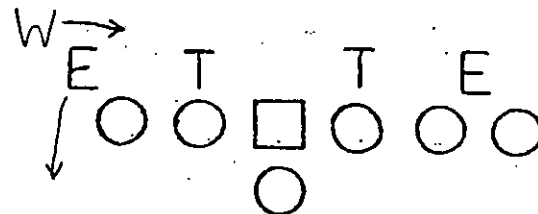
TACKLES WEAK



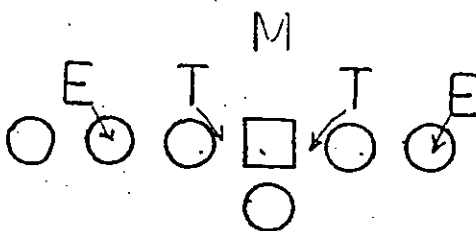
INDIAN



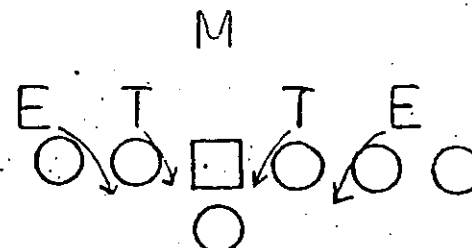
OUTLAW



TIGHT

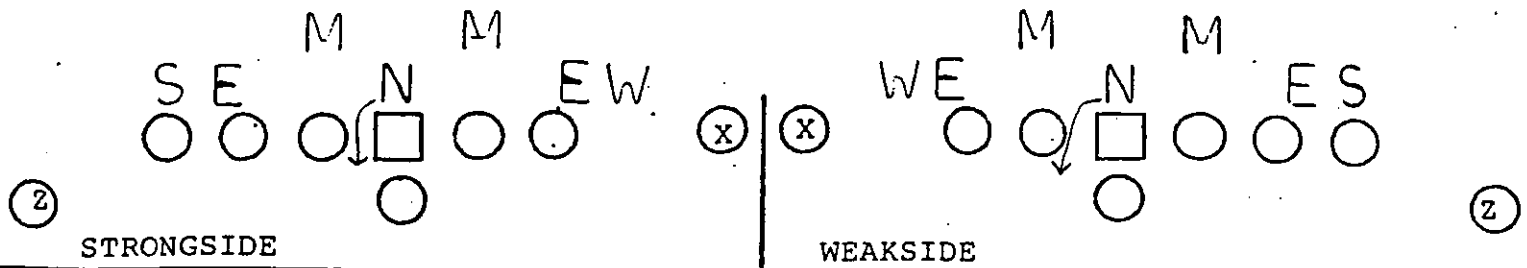


PINCH



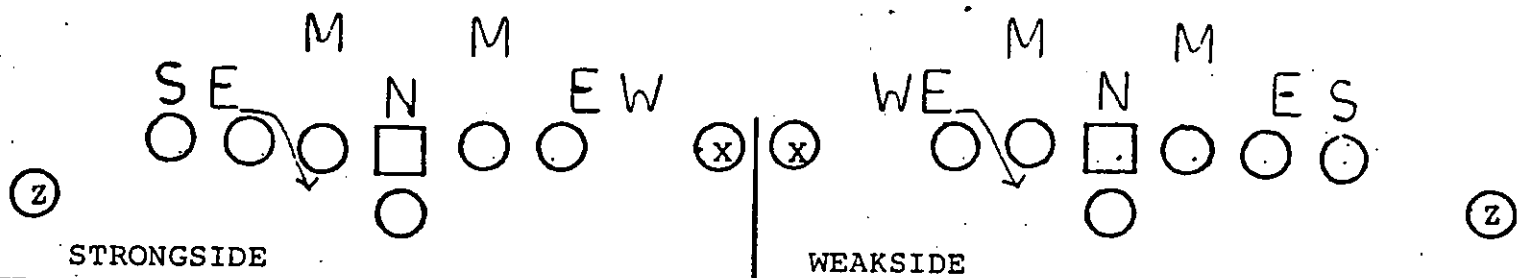
STUD

WILD



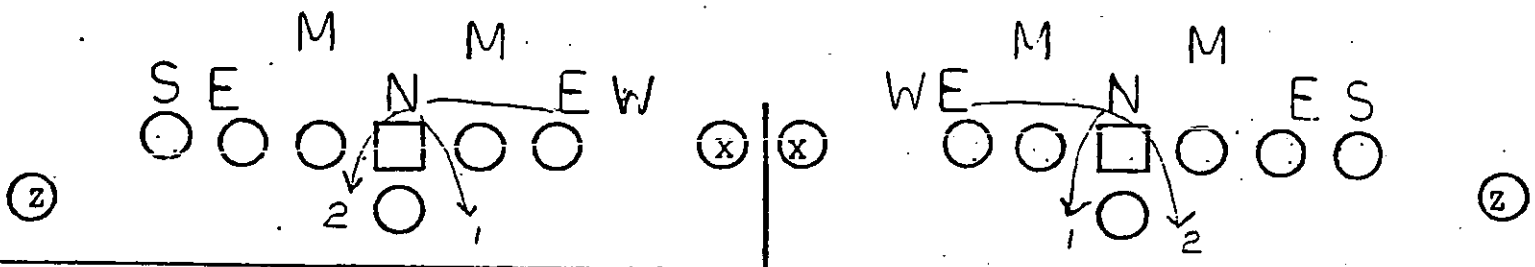
STRONG RAM

WEAK RAM



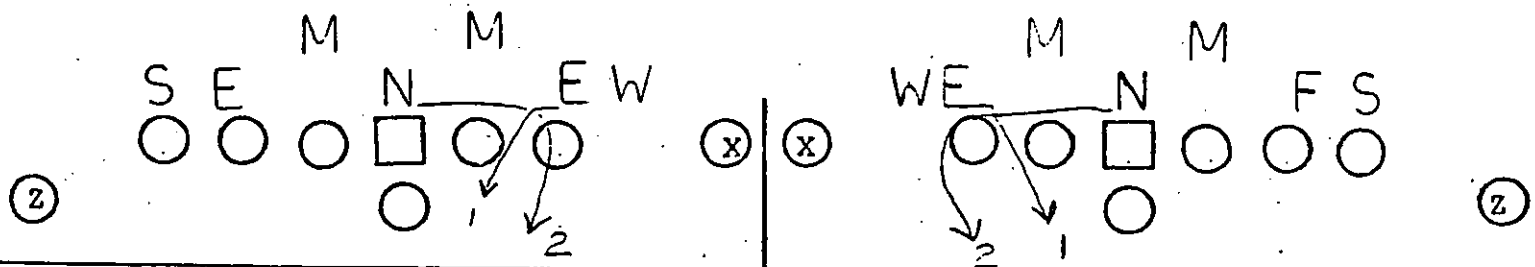
REX

LEX



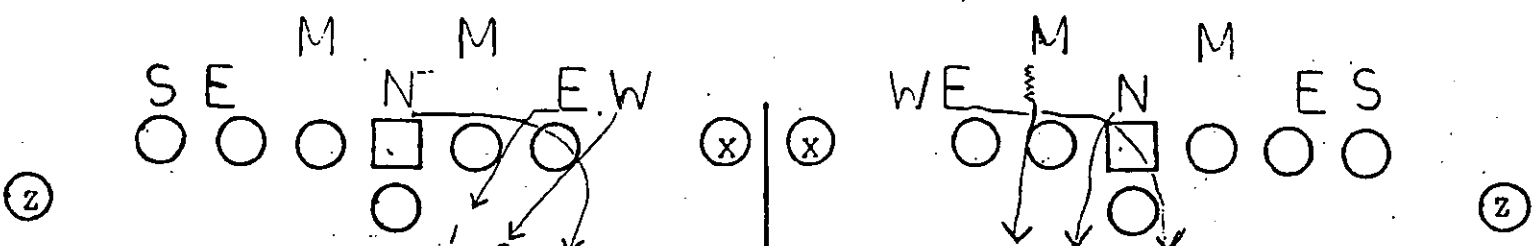
REX CHANGE

LEX CHANGE



ISO RT

OSSI RT



1.

FREE (F)Adjustment to Flood

MAN TO MAN - W/S DEEP MIDDLE - MIKE STRONG

X-M/M
O-TECH

C

W/S

DEEP MIDDLE (FREE)
(HELP ON X-Z)Y-M/M
O-TECH
S/SZ-M/M
O-TECH

C

A-M/M

B/Y INSIDE

B-OUTSIDE

X

Y

BACKER
SUPPORT

Z

2.

SALLY (SAL)

M/M - SHORT/DEEP ON "X"

X-SHORT/DEEP

Y-M/M Z-M/M
I-TECH I-TECH
S/S C

B/Y-INSIDE

B-OUTSIDE

A-M/M

X

C

Y

Z

A

B

3.

SEW (SEW)

M/M - IN/OUT ON "X"

X-IN/OUT

I-TECH I-TECH
S/S C

B/Y INSIDE

A-M/M

X

C

Y

Z

A

B

4.

WEED (WEED)

M/M - SHORT/DEEP ON "X" WITH ZONE TECH.

X-M/M
DEEPI-TECH
S/S C

A-INSIDE

S

RT
SIDE

X

C

Y

Z

A

B

5.

FREE WEAK (FWK)

M/M - W/S DEEP MIDDLE - MIKE WEAK

X-M/M
O-TECH

C

A-M/M INSIDE

A-M/M
OUTSIDE

X

C

O-TECH
S/S

O-TECH

C

B-M/M

BACKER
SUPPOR.

Y

Z

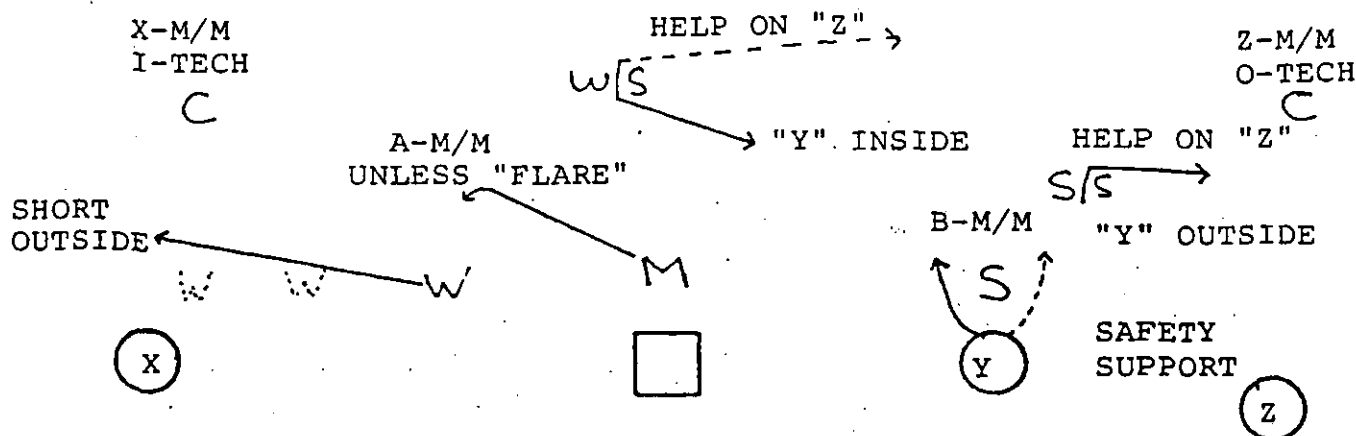
A

B

1.]

COMBO (C)

S/S or W/S DOUBLE "Z" - DETERMINED BY RELEASE OF "Y"



WILL - VARIED ALIGNMENTS

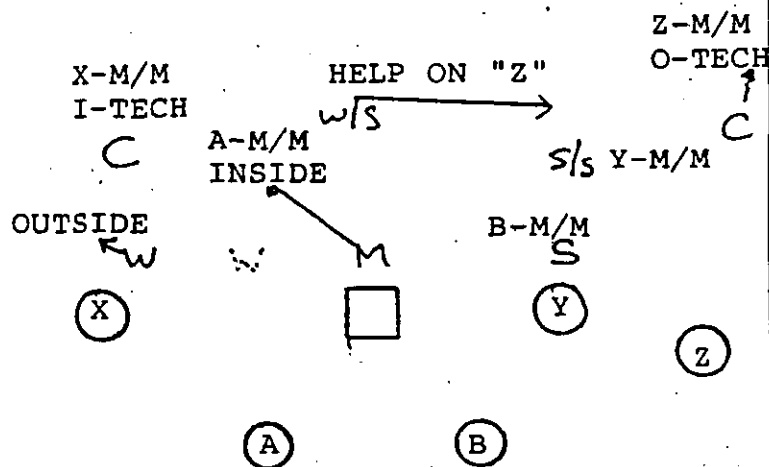
(A)

(B)

2.]

COMBO "Z" (CZ)

W/S - CORNER DOUBLE "Z" IN/OUT



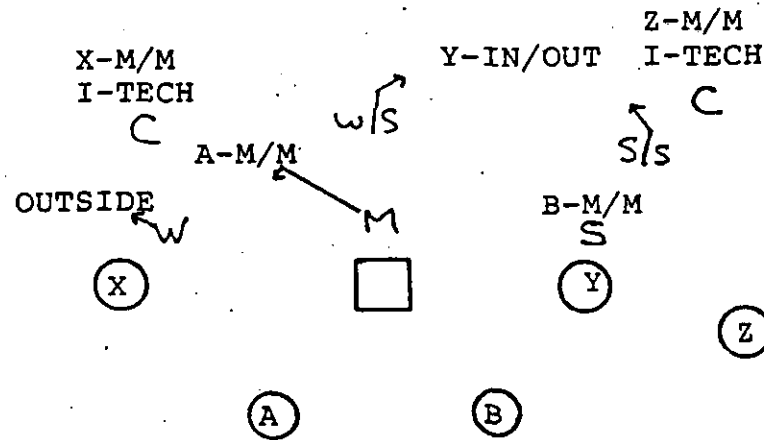
(A)

(B)

3.]

COMBO "Y" (CY)

S/S - W/S DOUBLE "Y" IN/OUT



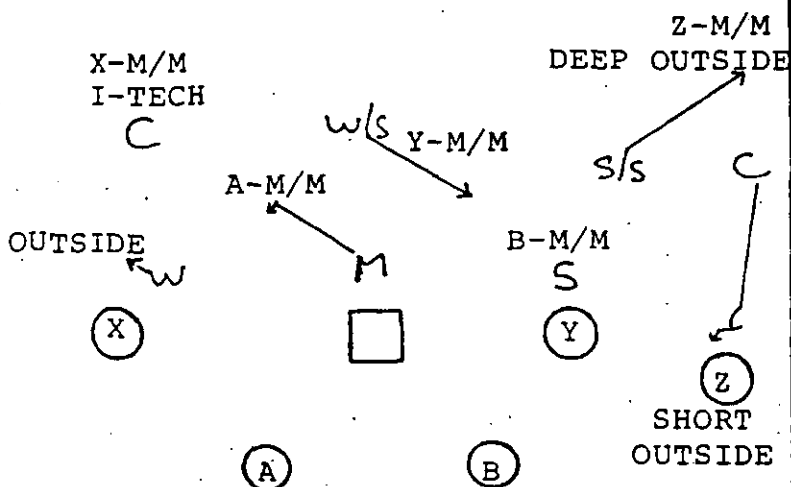
(A)

(B)

4.]

COMBO SPOUT (CSP)

S/S-CORNER DOUBLE "Z" - CORNER ZONE TECH.



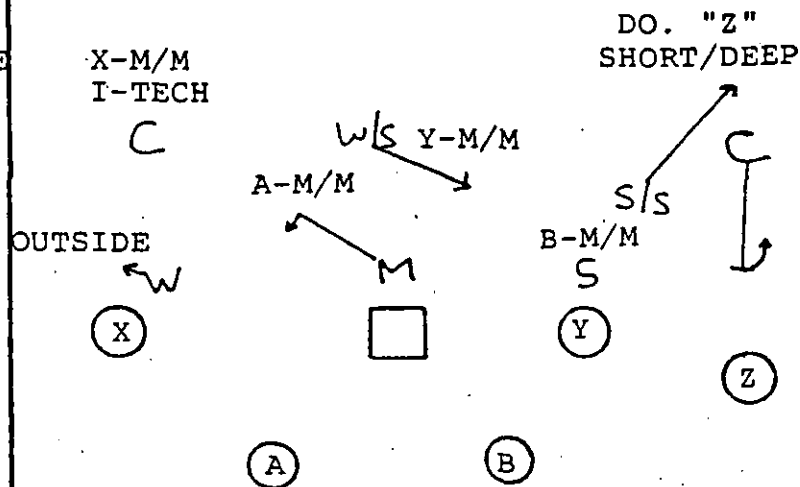
(A)

(B)

5.]

COMBO ZEBRA (CZB)

S/S-CORNER DOUBLE "Z" - SHORT/DEEP



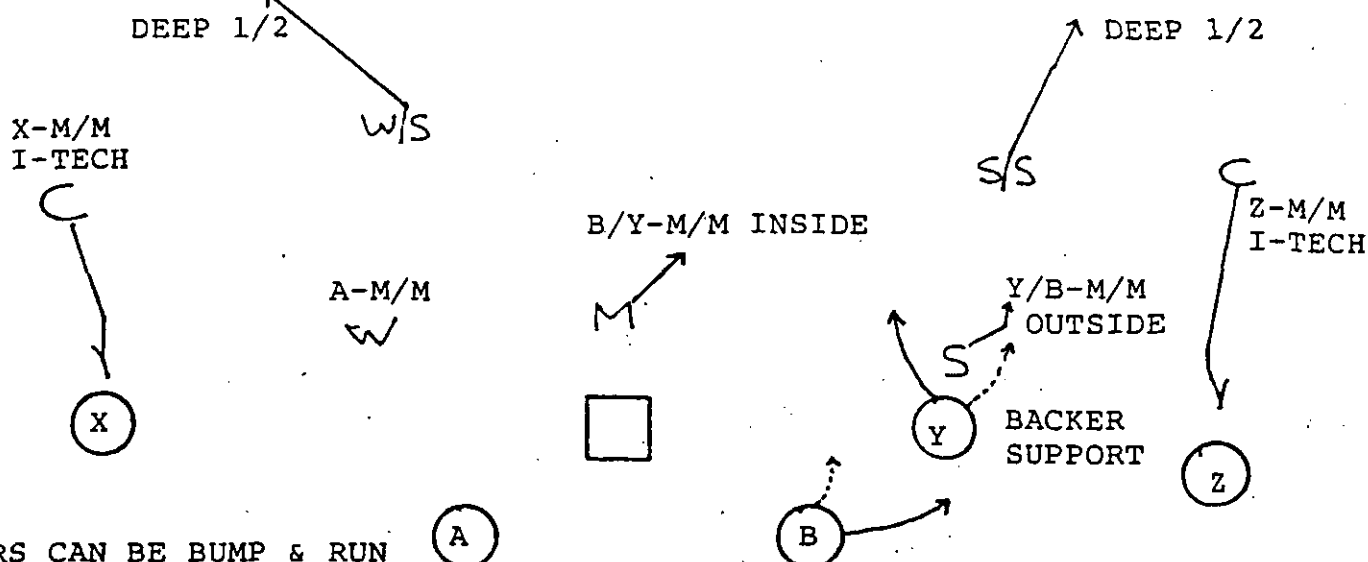
(A)

(B)

1.

LOCK (L)

CORNERS ROTATE TO SHORT OUTSIDE, JAM AND TRAIL M/M FROM INSIDE, SAFETIES HAVE DEEP 1/2 OF FIELD. LINEBACKERS M/M - "A"- "B"- "Y".



NOTE:

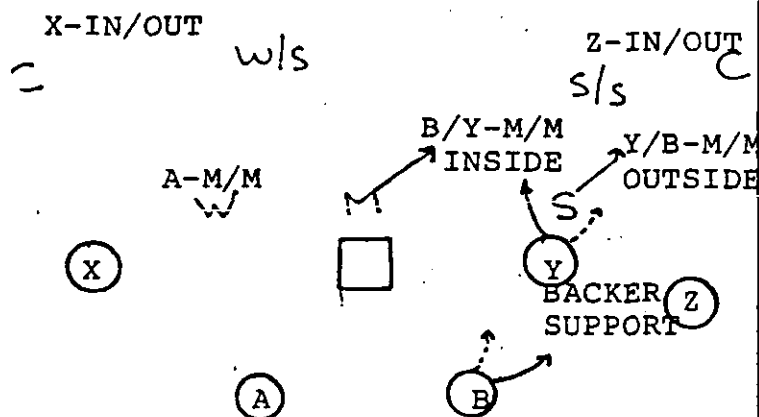
CORNERS CAN BE BUMP & RUN

(A)

2.

LOCK SEW (LS)

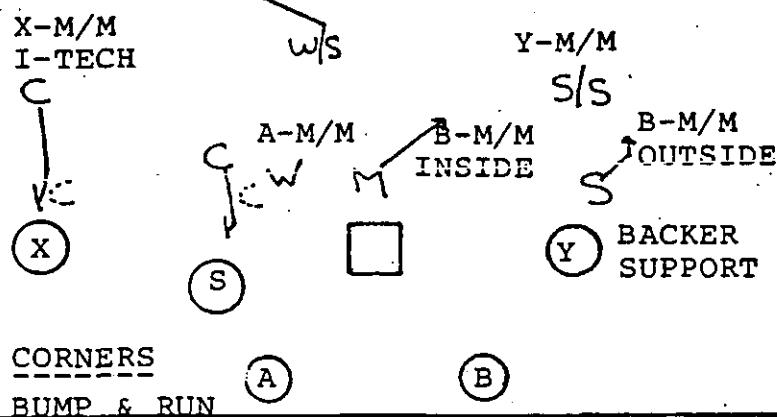
LOCK IN AND OUT ON "X"- "Z"
(USED INSIDE 20)



3.

LOCK VS. SLOT

DEEP 1/2



CORNERS

BUMP & RUN

(A)

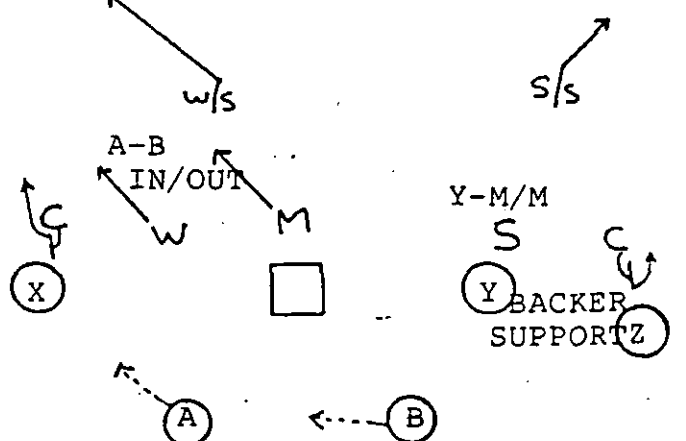
(B)

4.

LOCK ADJUSTMENT TO FLOOD

DEEP 1/2

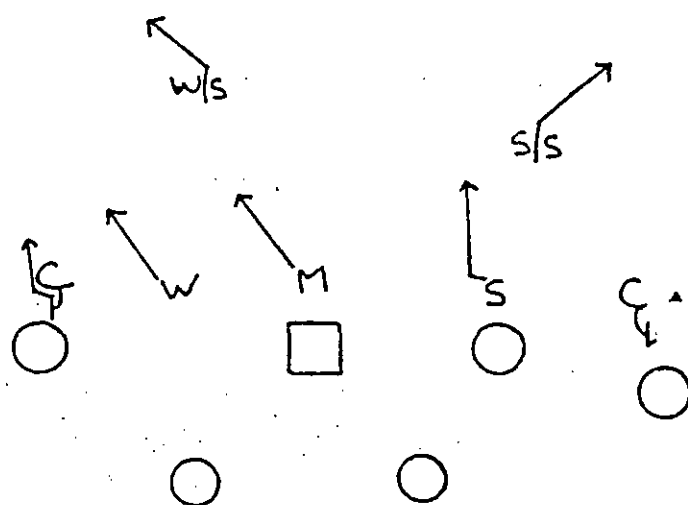
DEEP 1/2



5.

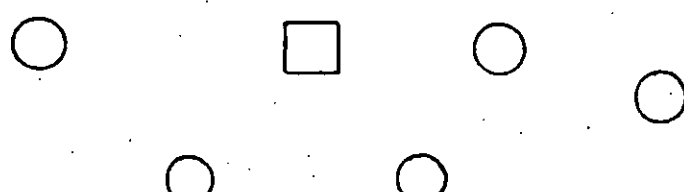
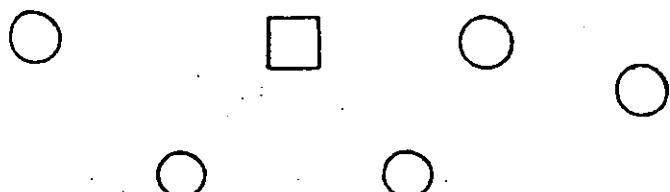
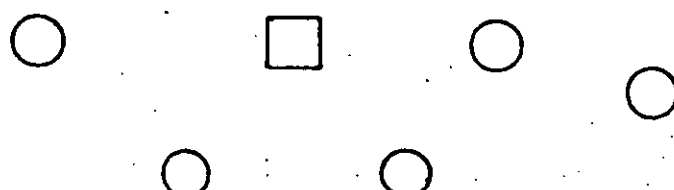
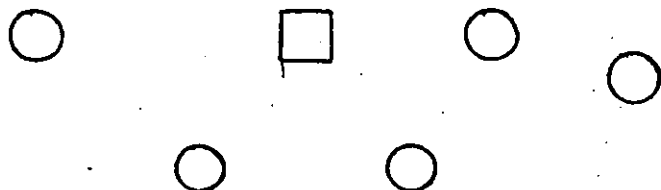
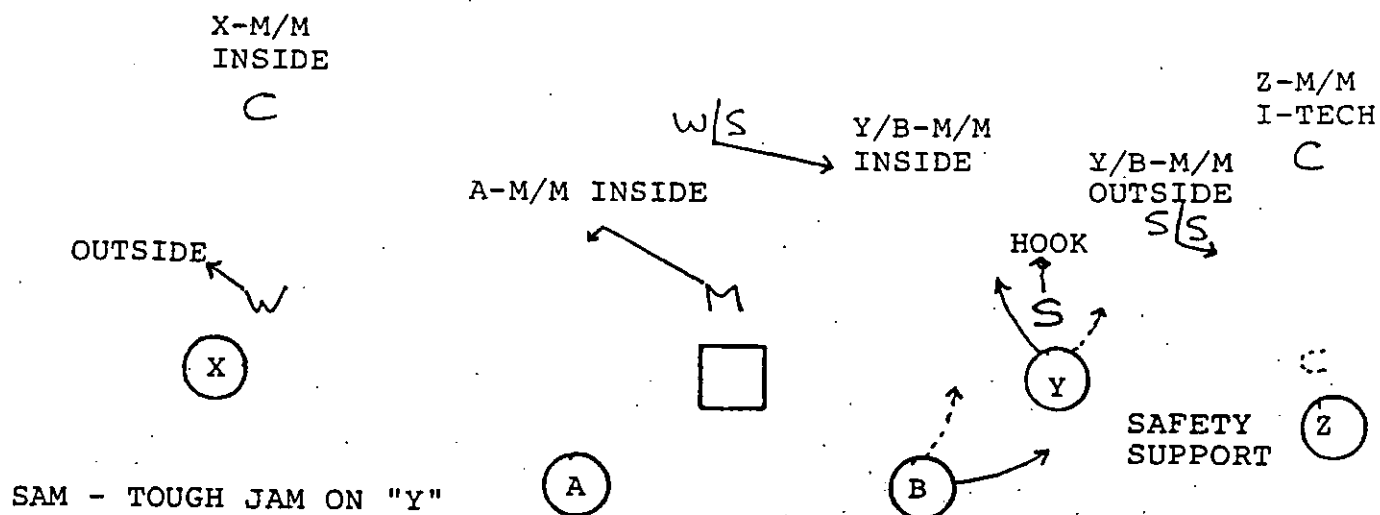
LOCK ZONE (LZ)

LOCK WITH LINEBACKERS ZONE



SARAH (SA)

M/M, S/S-W/S In/Out on "Y" and "B" - Strong Linebacker Strong Hook



1.

DOG (D)

M/M Coverage - 1 or 2 Linebacker Dogs - W/S M/M on "A"

X-M/M
I-TECH
C

A-M/M
W/S

Y-M/M
S/S

Z-M/M
I-TECH
C

DOG

DOG or B-M/M

DOG or B-M/M

(X)



(Y)

(Z)

(A)

(B)

2.

DOG FREE (DF)

M/M - 1 Linebacker Dog - W/S Free

X-M/M
C

Z-M/M

Y-M/M
S/S

DOG or
A-M/M

DOG or
A-M/M

B-M/M

(X)

(Y)

(Z)

(A)

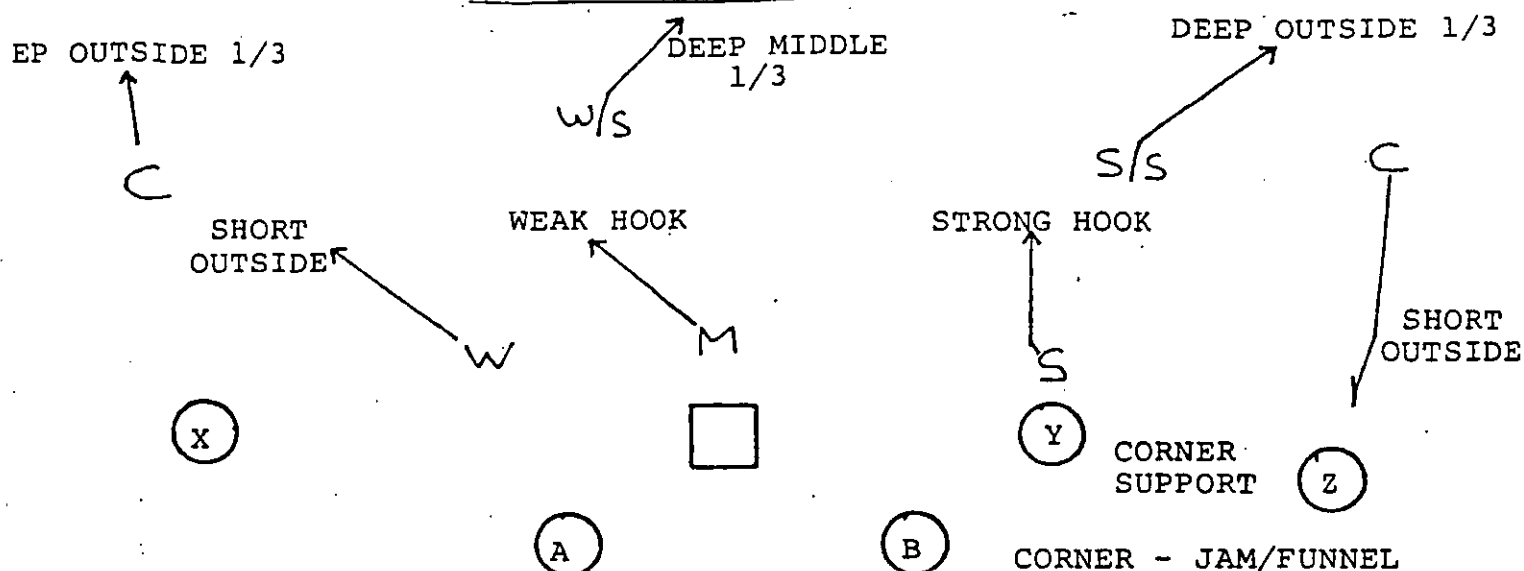
(B)



1.

STRONGSIDE ZONE - STRONG CORNER ROTATES TO SHORT OUTSIDE (KICK)

4 SHORT - 3 DEEP ZONES



CORNER - JAM/FUNNEL

2.

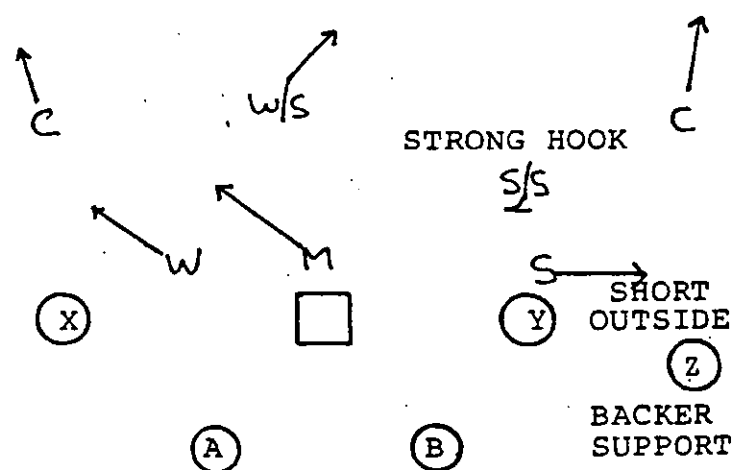
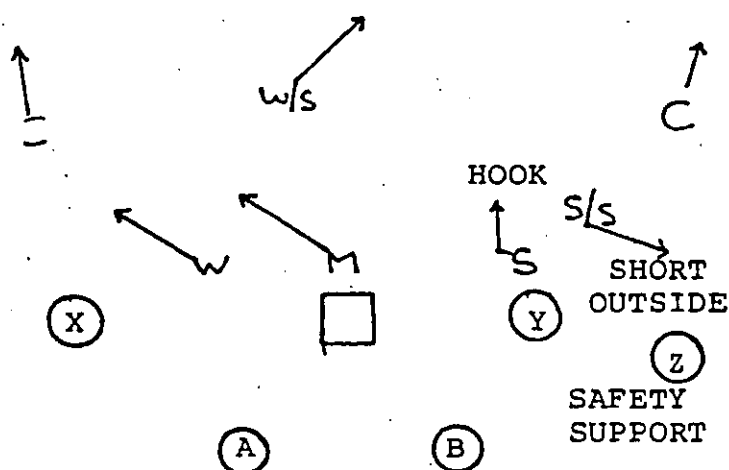
SAFETY Z (SZ)

STRONGSIDE ZONE-S/S TAKES SHORT OUTSIDE

3.

SAM Z (SAZ)

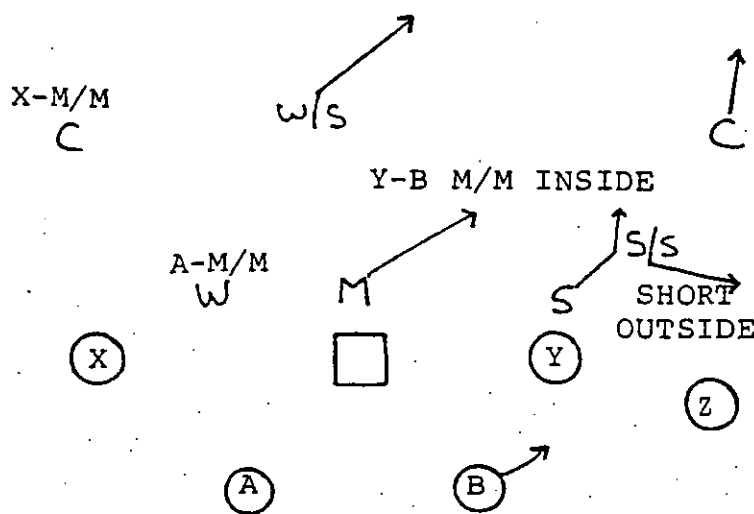
STRONGSIDE ZONE-SAM TAKES SHORT OUTSIDE



4.

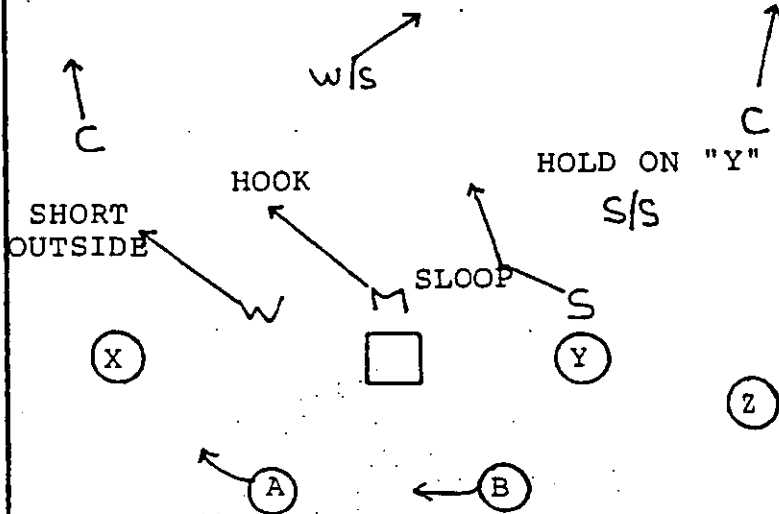
SAFETY Z - FREE (SZF)

SAFETY Z - LINEBACKERS PLAY "FREE"



5.

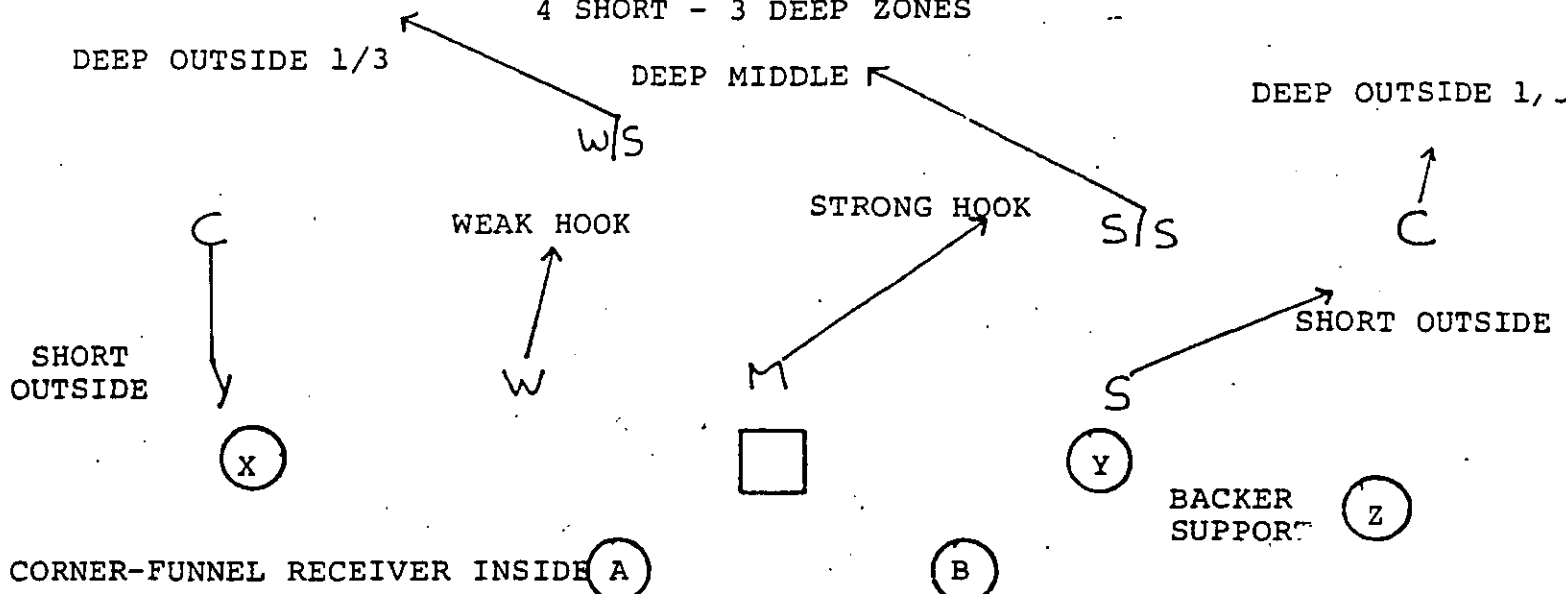
SAFETY Z ADJUSTMENT TO FLOOD



1.

X

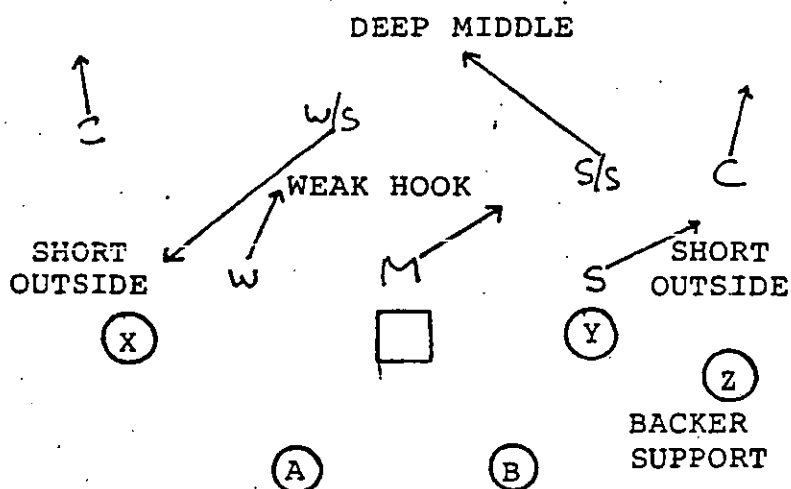
WEAKSIDE ZONE - WEAK CORNER ROTATES TO SHORT OUTSIDE
4 SHORT - 3 DEEP ZONES



2.

WEAK SAFETY X (WSX)

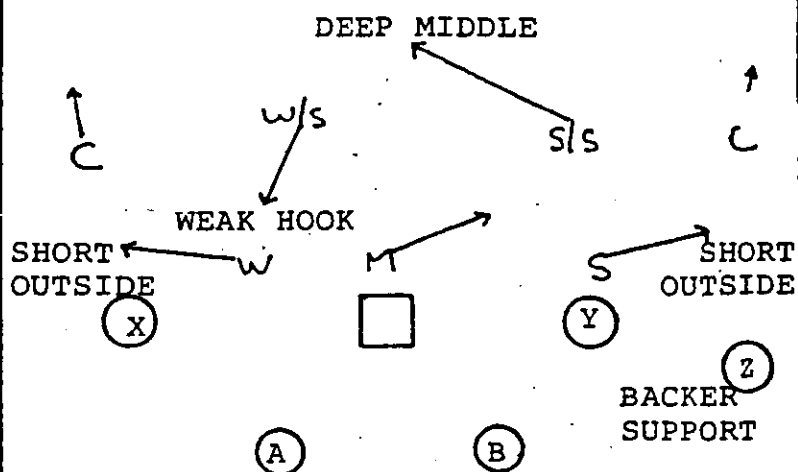
WEAK ZONE-W/S HAS SHORT OUTSIDE ZONE



3.

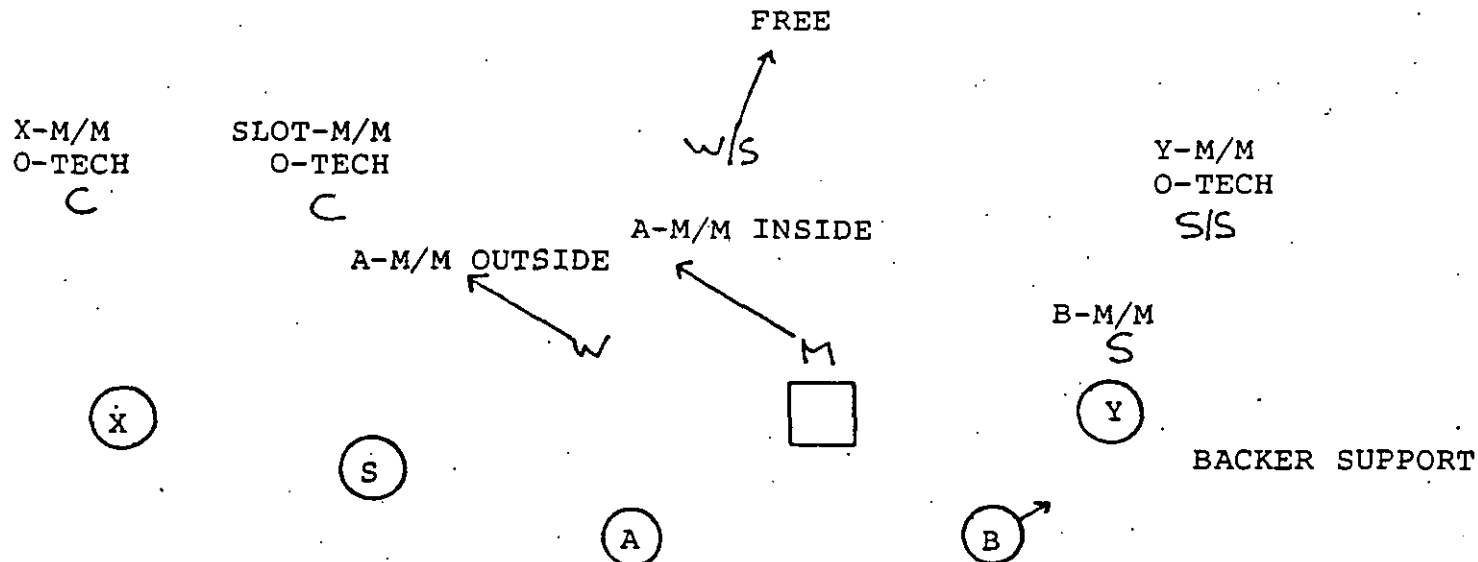
WILL X (WIX)

WEAK ZONE-WILL HAS SHORT OUTSIDE ZONE

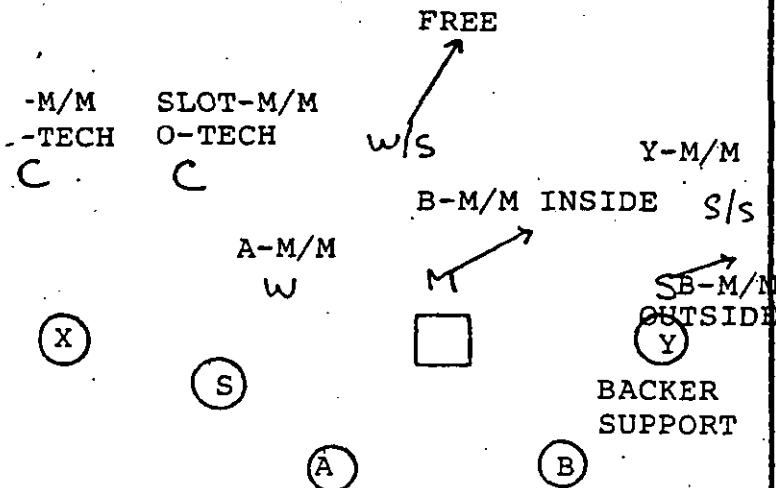


3.

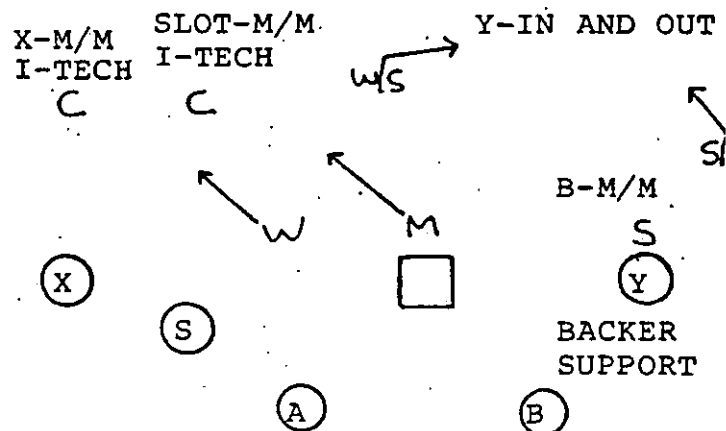
1.

FREE VS. SLOT

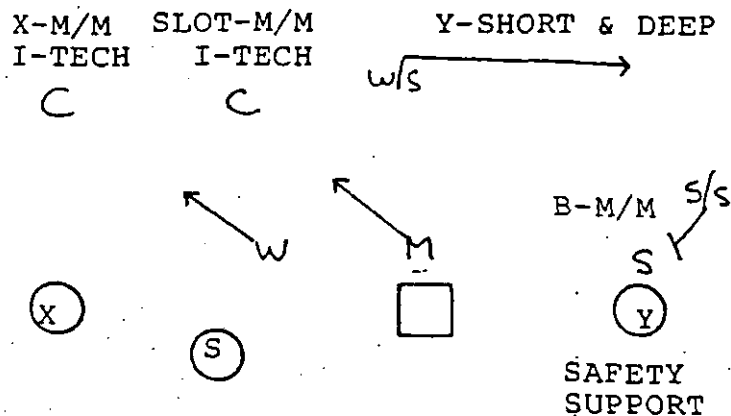
2.

FREE WEAK VS. SLOT

3.

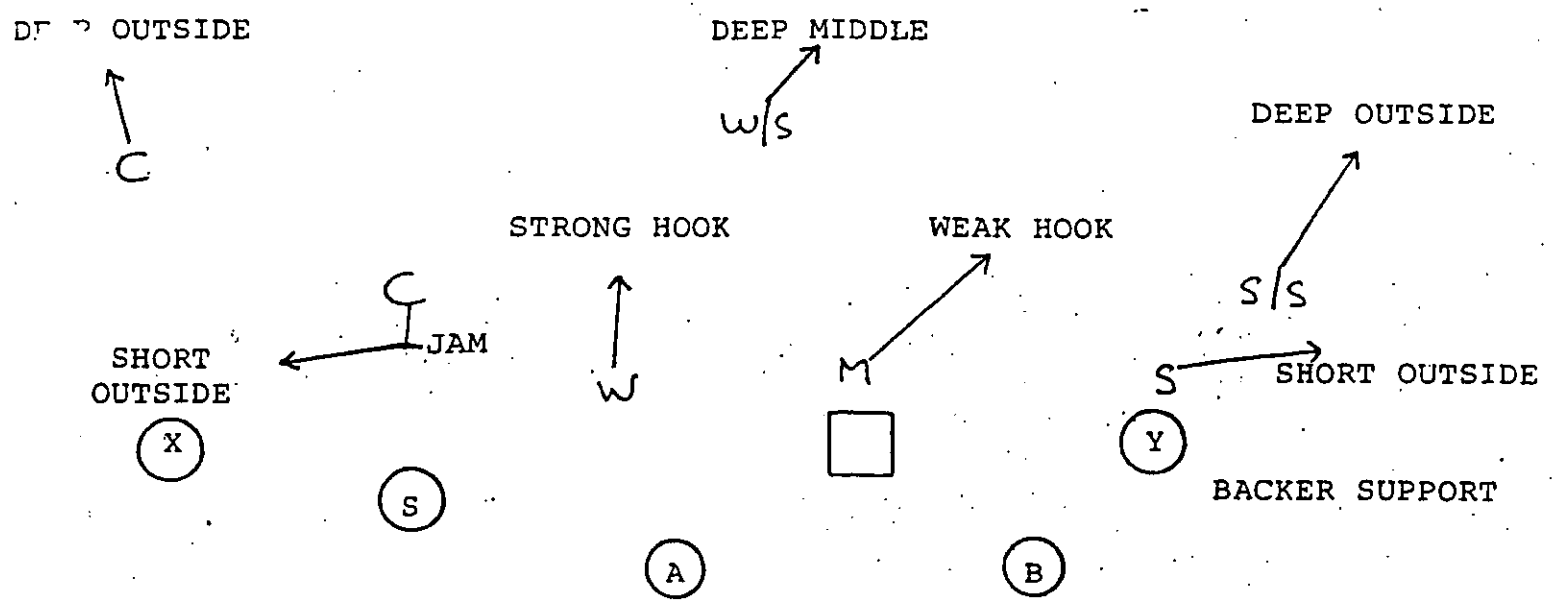
FREE SEW VS. SLOT

4.

FREE SALLY VS. SLOT

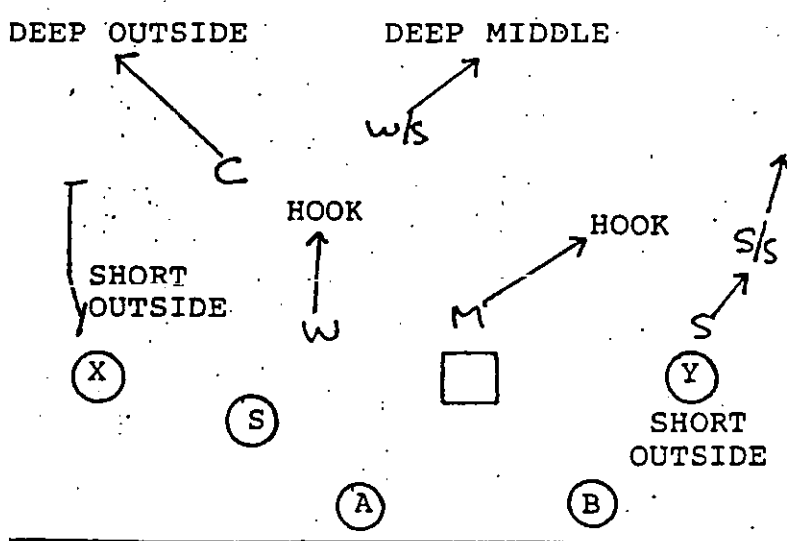
1.

SAFETY Z VS. SLOT



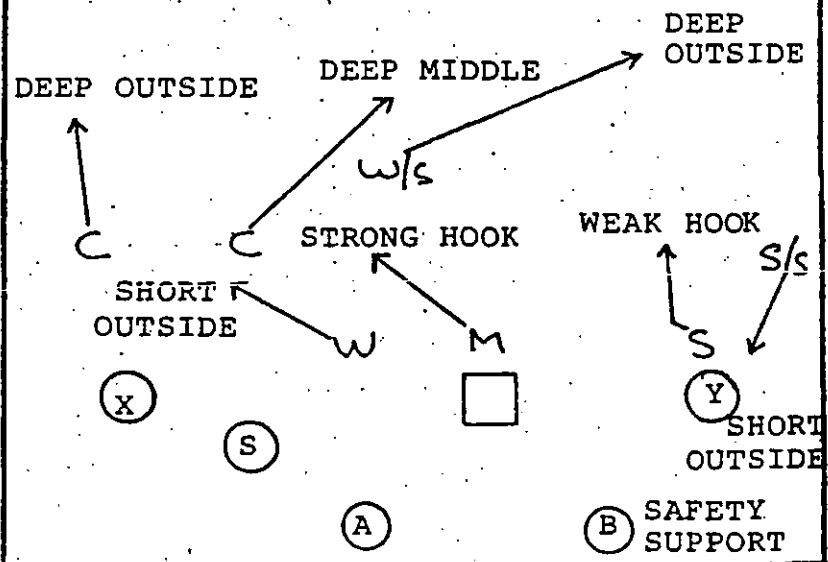
2.

Z VS. SLOT



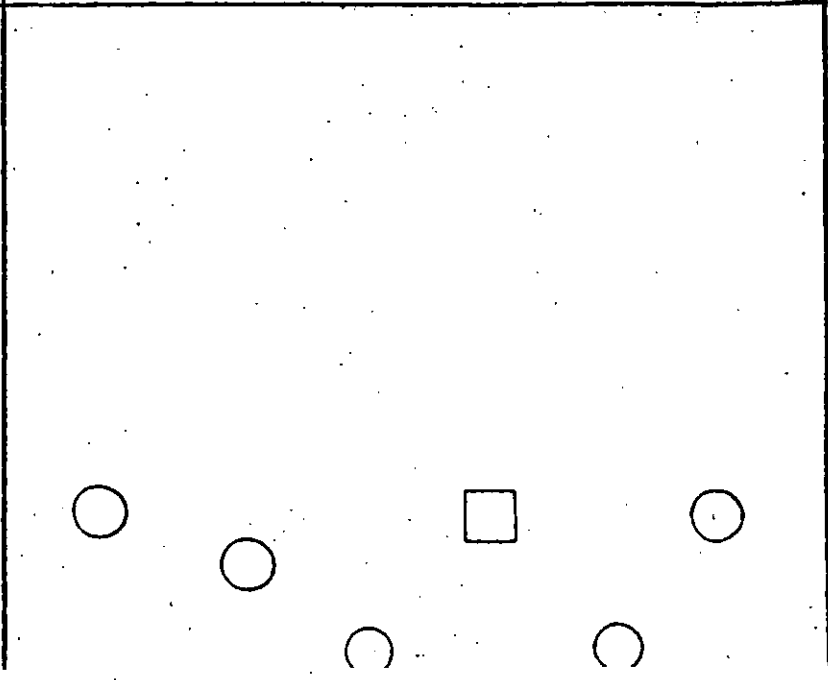
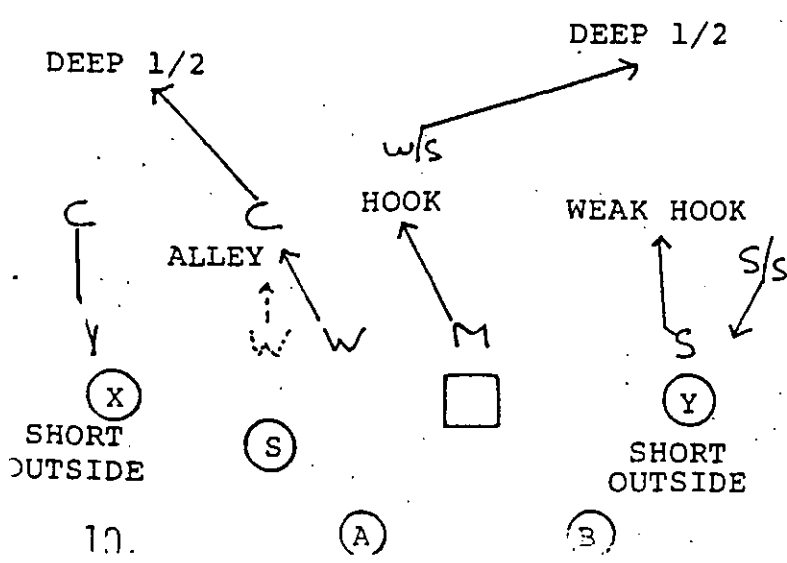
3.

X VS. SLOT



4.

DOUBLE ZONE VS. SLOT



1.

COMBO SLOT (CSL)

M/M - DOUBLE "SLOT" IN AND OUT

X-M/M
I-TECH

SLOT-IN & OUT

w/s

Y-M/M

S/S

B/Y-INSIDE

B/Y-OUTSIDE

A-M/M

w

BACKER SUPPORT

X

S

A



Y

B

2.

COMBO VS. SLOT - (LOCK VS. SLOT)

SLOT/X-DEEP

w/s

Y-M/M

X-M/M
I-TECHSLOT-M/M
I-TECH

A-M/M

Y/B-INSIDE

S/S

Y/B-OUTSIDE

CORNERS-UP or BACK

X

S

A



B

Y

3.

COMBO SEW

M/M - IN AND OUT ON "X"

X-IN & OUT

w/s

Y-M/M

S/S

SLOT-M/M
I-TECH

Y/B-INSIDE

Y/B-OUTSIDE



X

S

A



B

Y

4.

COMBO Z

M/M - SHORT AND DEEP ON "X"

X-SHORT & DEEP

w/s

Y-M/M

S/S

SLOT-M/M
I-TECH

A-M/M

Y/B-INSIDE

Y/B-OUTSIDE

X

"Z"

S

A



B

Y

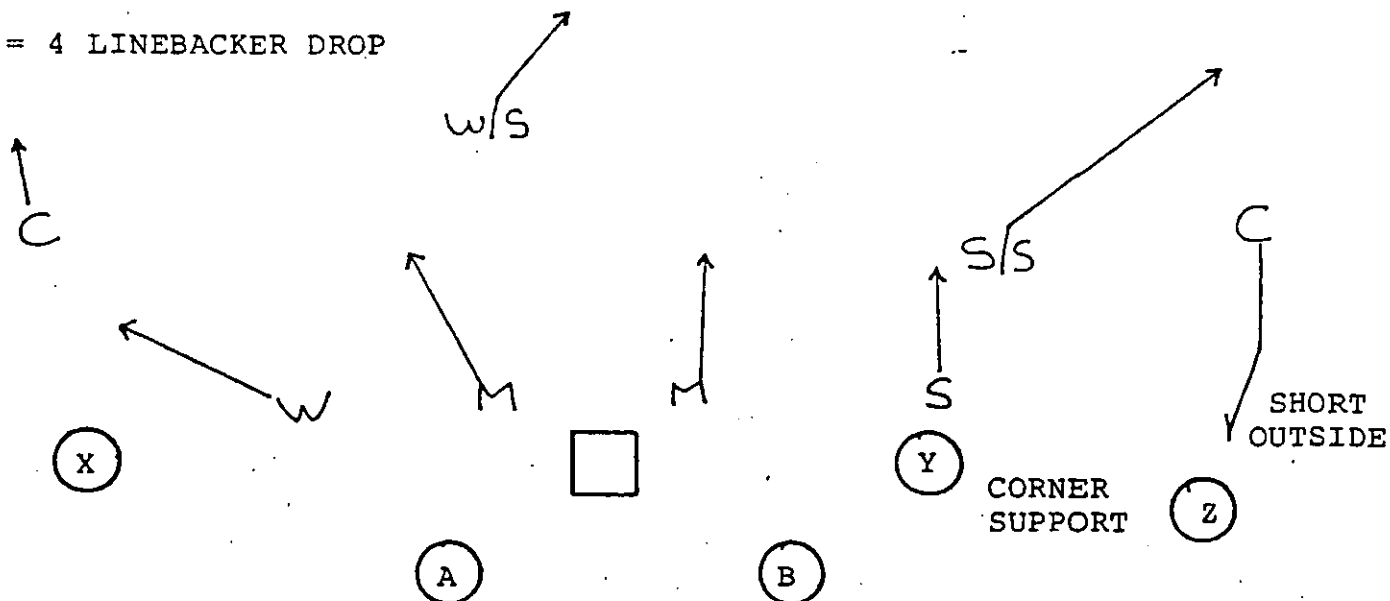


1.

3-4 PACKER Z (PZ)

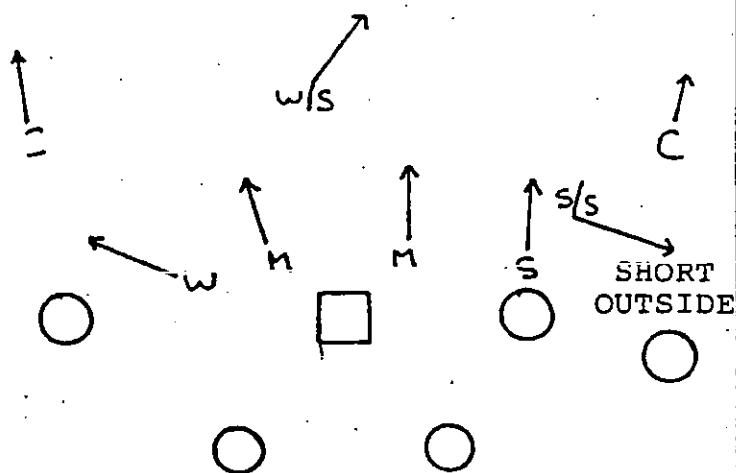
5 SHORT - 3 DEEP ZONE - WITH STRONGSIDE ROTATION

PACKER = 4 LINEBACKER DROP



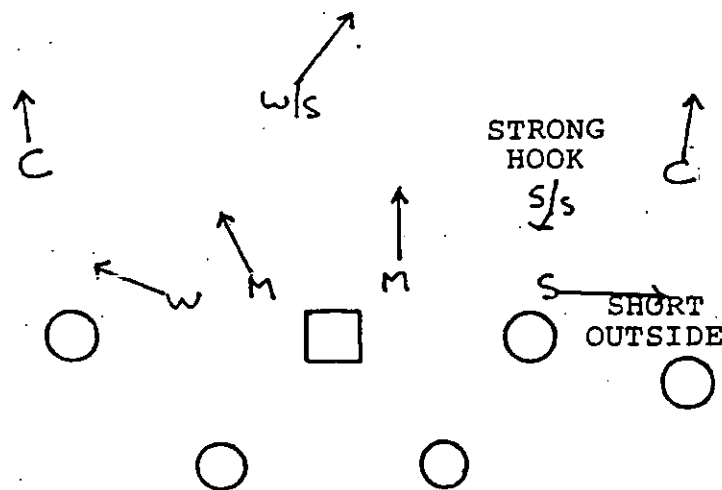
2.

3-4 PACKER SAFETY Z (PSZ)



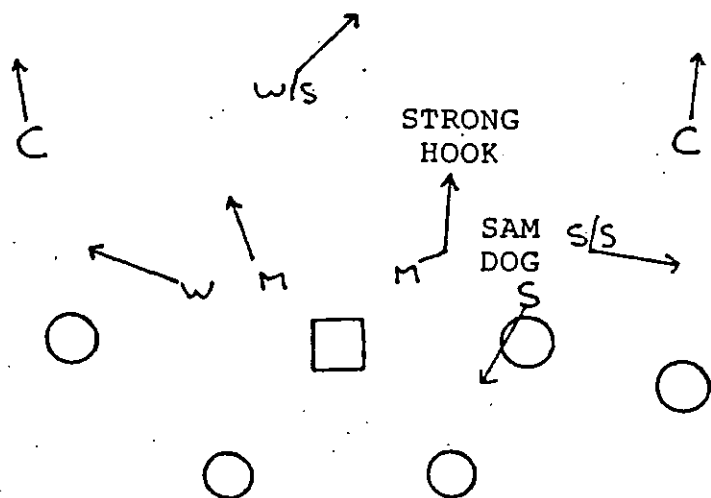
3.

3-4 PACKER SAM Z (PSAZ)



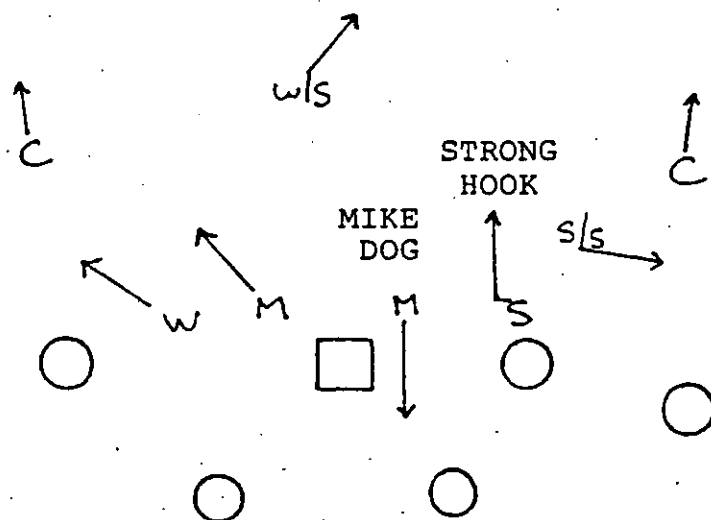
4.

3-4 SAFETY Z - SAM (SZDS)



5.

3-4 SAFETY Z - MIKE (SZDM)

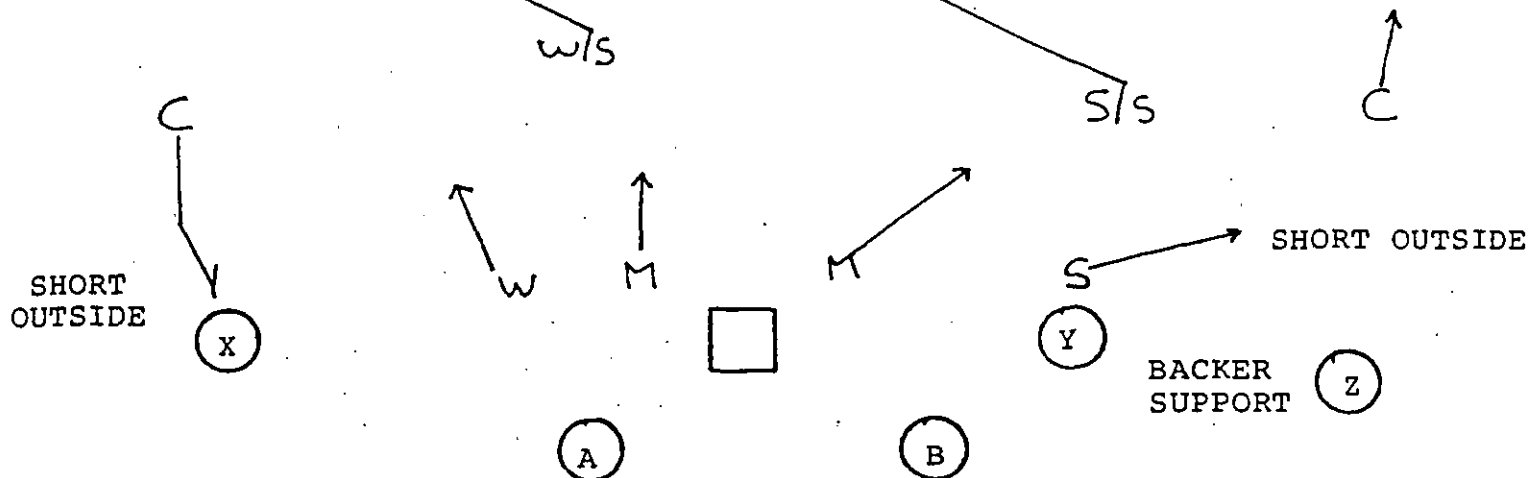


3-4 RIVER X (RX)

5 SHORT - 3 DEEP ZONE - WITH WEAK ROTATION

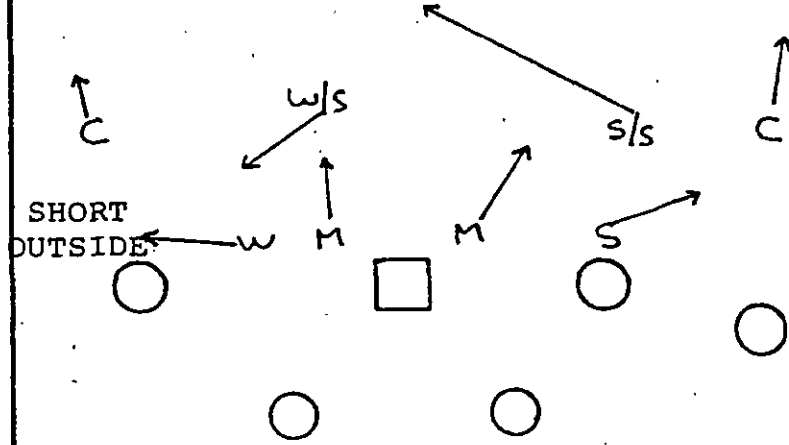
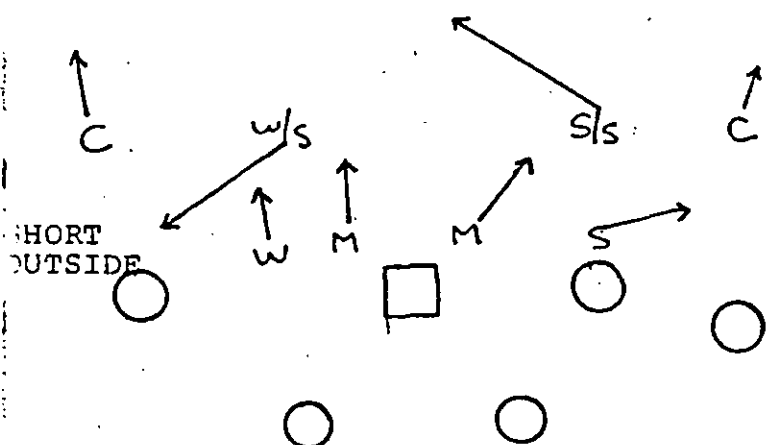
RIVER = 4 LB DROP

DEEP MIDDLE



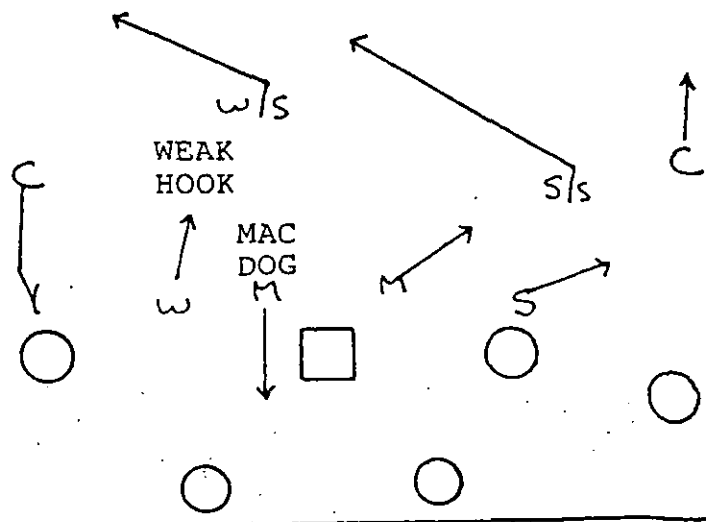
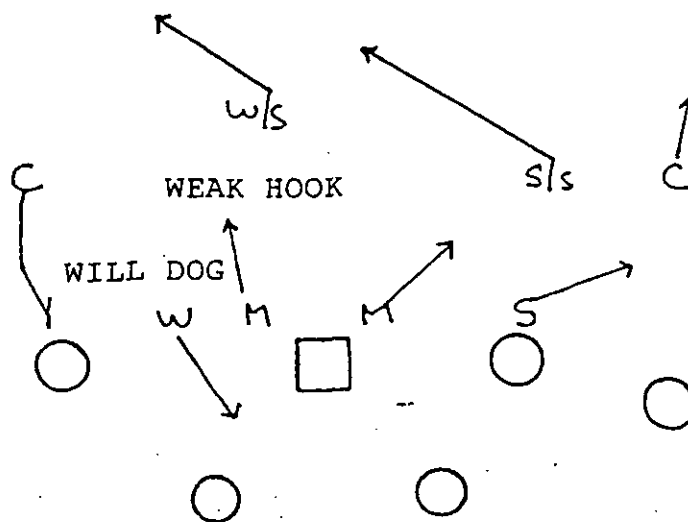
2. 3-4 RIVER - WEAK SAFETY X (RWSX)

3. 3-4 RIVER - WILL X (RWIX)



4. 3-4 X - WILL (XDW)

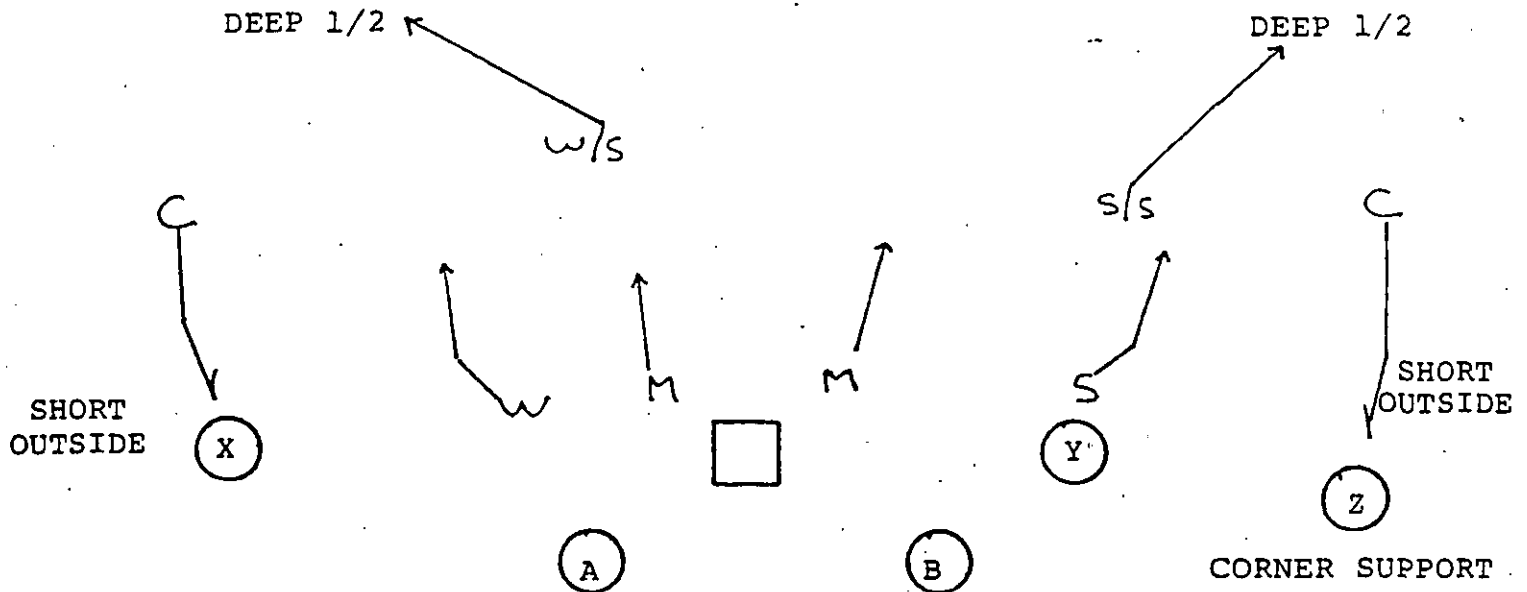
5. 3-4 X - MAC (XDF)



1.

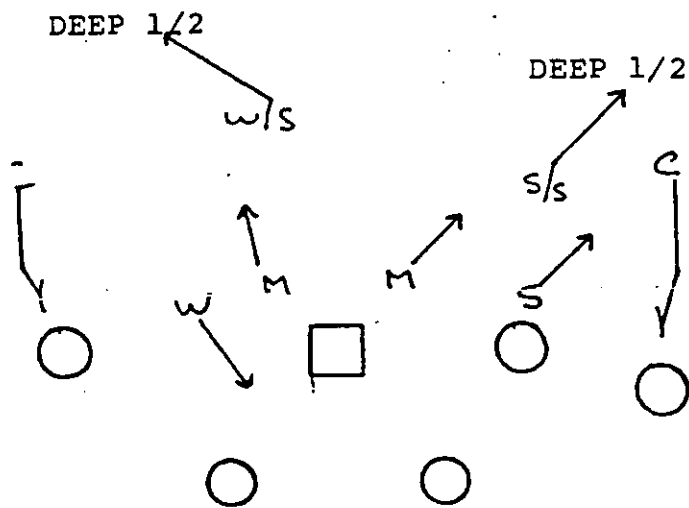
3-4 PACKER DOUBLE ZONE (PDZ)

6 SHORT - 2 DEEP ZONE



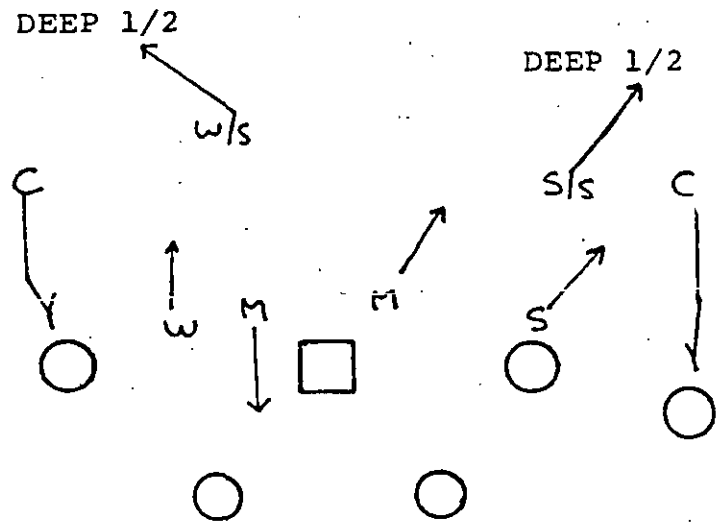
2.

3-4 DOUBLE ZONE - WILL (DZDW)



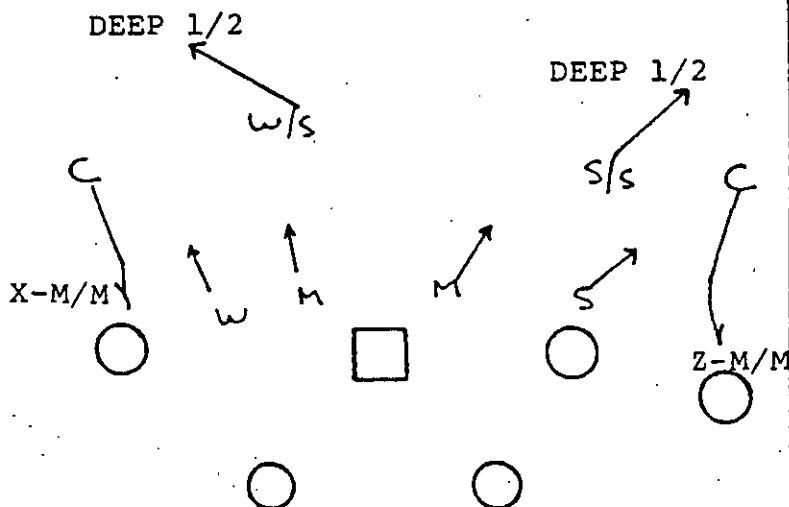
3.

3-4 DOUBLE ZONE - MAC (DZDF)



4.

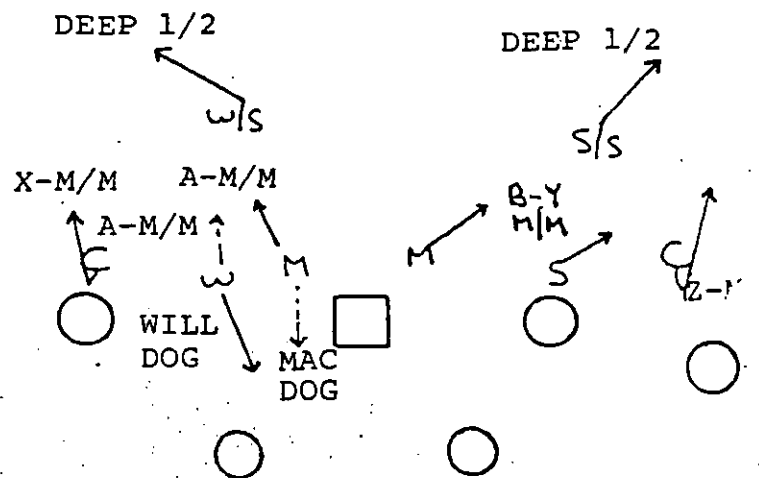
3-4 PACKER LOCK (PL)



5.

3-4 LOCK - WILL (LDW)

3-4 LOCK - MAC (LDF)



EXAMPLES OF 3-4 DOG COVERAGES

1.

3-4 FREE - MAC (FDF)

ADJUSTMENT TO FLOOD

X-M/M
O-TECH
C

FREE
MIDDLE

Y-M/M
O-TECH
S/S

Z-M/M
O-TECH
C

(X)

A-M/M

MAC
DOG

B-M/M
INSIDE

B-M/M OUTSIDE

(Y)

(Z)

(A)

(B)

2.

3-4 COMBO - MIKE (CDM)

X-M/M
I-TECH
C

HELP ON "Z"

Y-INSIDE

A-M/M
INSIDE

SHORT
OUTSIDE

(X)

B-M/M

Y-OUTSIDE

MIKE
DOG

(Z)

(A)

(B)

3.

3-4 COMBO ZEBRA - SAM (CZDS)

X-M/M
I-TECH
C

Z-SHORT/DEEP

Y-M/M

A-M/M
INSIDE

SHORT
OUTSIDE

(X)

B-M/M

SAM
DOG

(Z)

(A)

(B)

4.

3-4 DOG FREE - SWARM (DFDSW)

X-M/M
C

FREE

Y-M/M
S/S

Z-M/M
C

A-M/M

B-M/M

(X)

(Y)

(Z)

WILL DOG

SAM DOG

(A)

(B)

5.

3-4 DOG - MIKE/MAC/WILL (DDMFV)

X-M/M
I-TECH
C

Y-M/M
I-TECH
S/S

Z-M/M
I-TECH
C

A-M/M

B-M/M

(X)

(Y)

(Z)

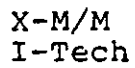
(A)

(B)

1

BLITZ COVERAGES

SAM/99 -- COMBO BLITZ COVERAGE (CB)



C

Z-M/M
I-Tech

C

A-M/M

Y-M/M

B-M/M

x

A

B

2.

WILL/4 - BLITZ COVERAGE (B)

X-M/M
I-Tech

C

Y-M/M

Z-M/M
I-Tech

C

A-M/M

W/S

W

M

2

B-M/M

x

Y

2

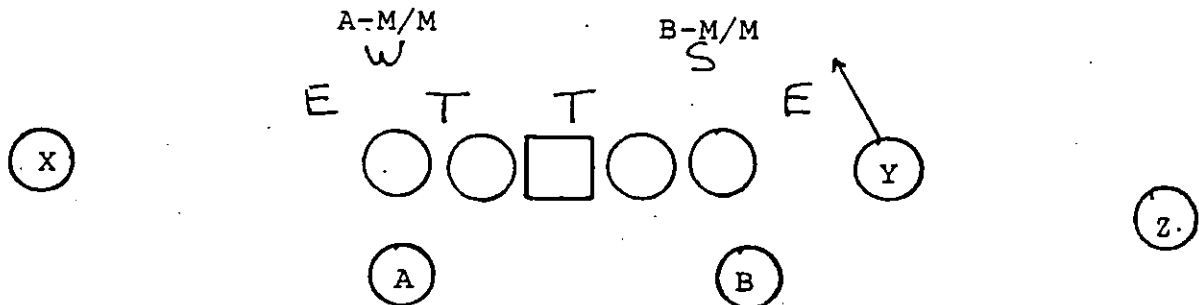
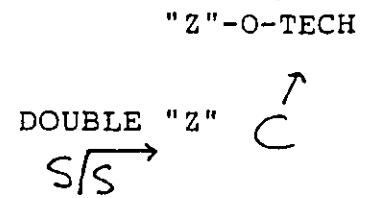
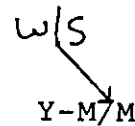
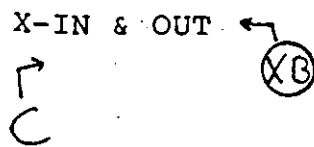
A

(B)

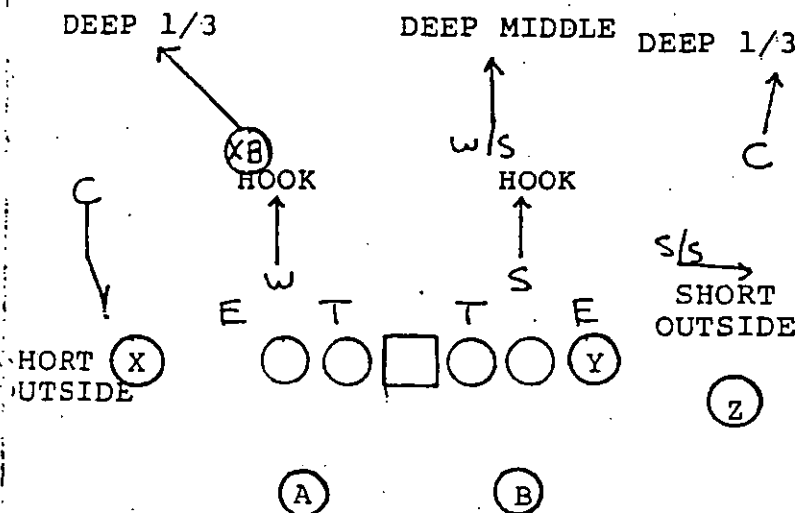
SINGLE DIGIT = W/S BY HOLE NUMBER
DOUBLE DIGIT = S/S BY HOLE NUMBER

UNDER NICKEL (5¢) - COMBO/SEW (NC/S)

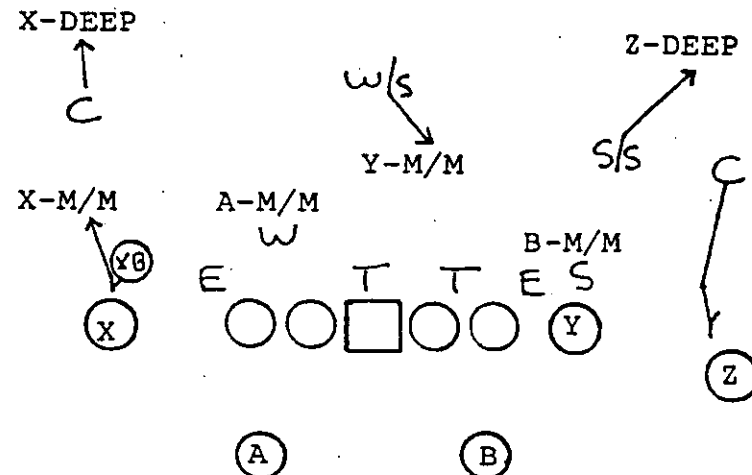
EXAMPLES OF 5¢ (NICKEL) COVERAGE:



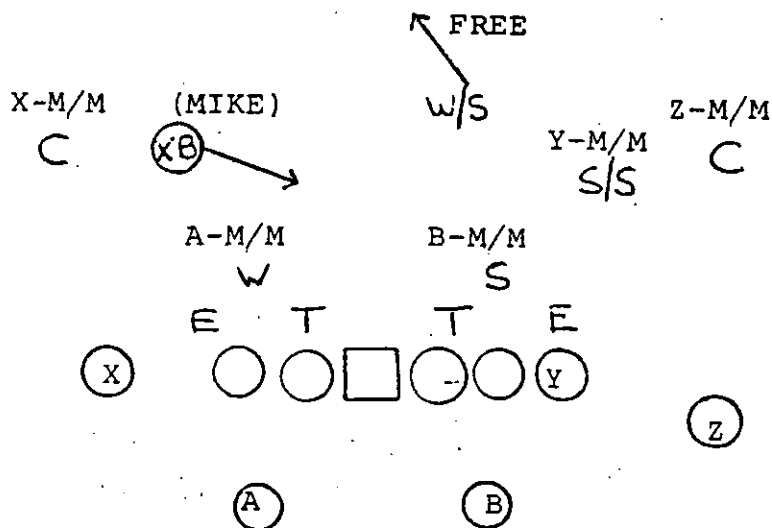
2. 4-2 5¢ SAFETY Z/X (NSZ/X)



3. OVER 5¢ - COMBO Z/SALLY (NCZ/S)



5. 4-2 5¢ MIKE FREE (NMF)

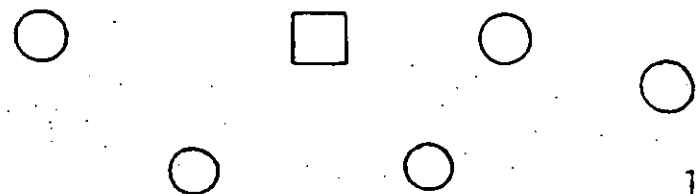


4 .

5¢ (NICKEL) - CALL 2 COVERAGES

STRONGSIDE FIRST - WEAKSIDE SECOND

NOTE: 1 COVERAGE CALL MAY BE ALL
THAT IS NECESSARY.



1.

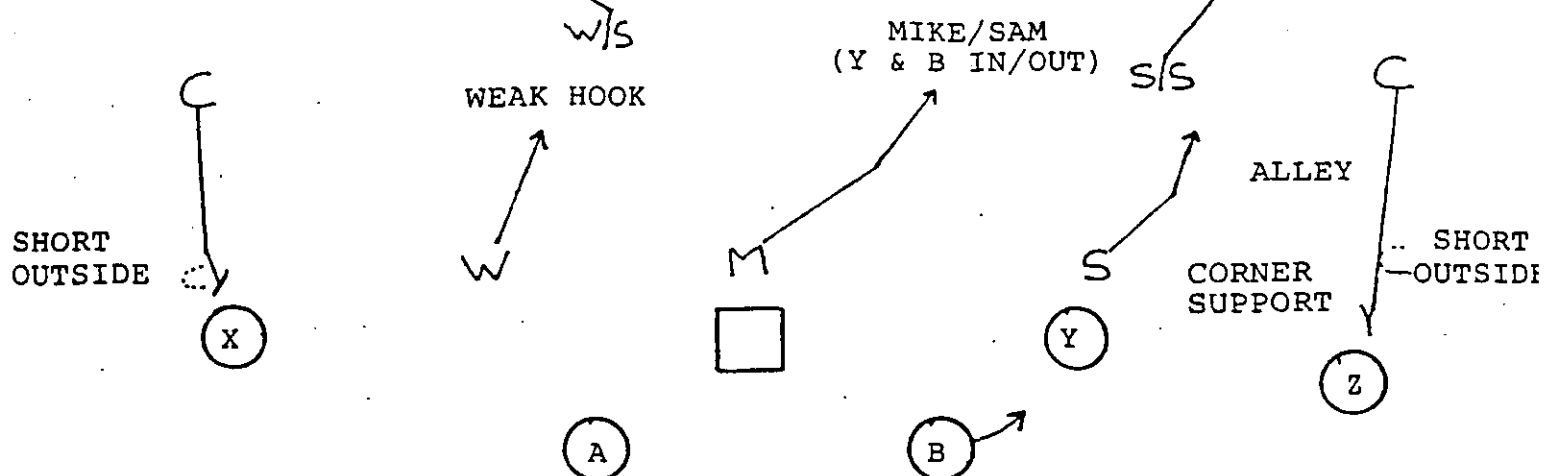
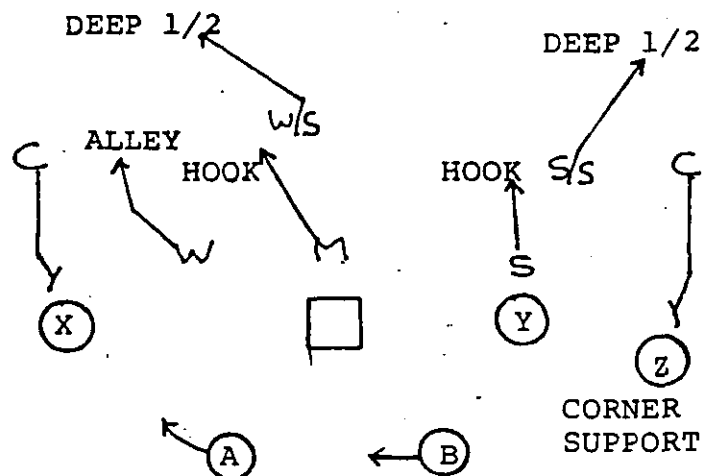
DOUBLE ZONE (DZ)

BOTH CORNERS ROTATE TO SHORT OUTSIDE ZONES - SAFETIES ZONE DEEP 1/2

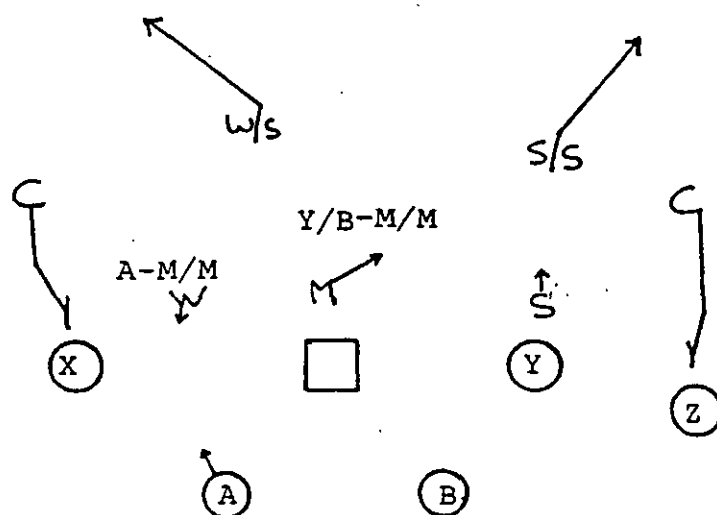
5 SHORT - 2 DEEP ZONE

DEEP 1/2

DEEP 1/2

2. DOUBLE ZONE ADJUSTMENT TO FLOOD3. DOUBLE ZONE MAN (DZM)

DOUBLE ZONE WITH LINEBACKERS M/M



MASTER LIST (8-9 HOLE)

	<u>AUDIBLE CALL</u>
TOSS 18-19	18-19
DIP 18-19	
28-29	28-29
39-38	
FLIP 38-39	38-39
48-49 BILL	
48-49 SWEEP	
BELLY 48-49	48-49
TOSS 58-59	58-59

QB Reverse - toss to ball carrier.

BALL Slight hesitation (to allow Remaining Back to clear). Drive

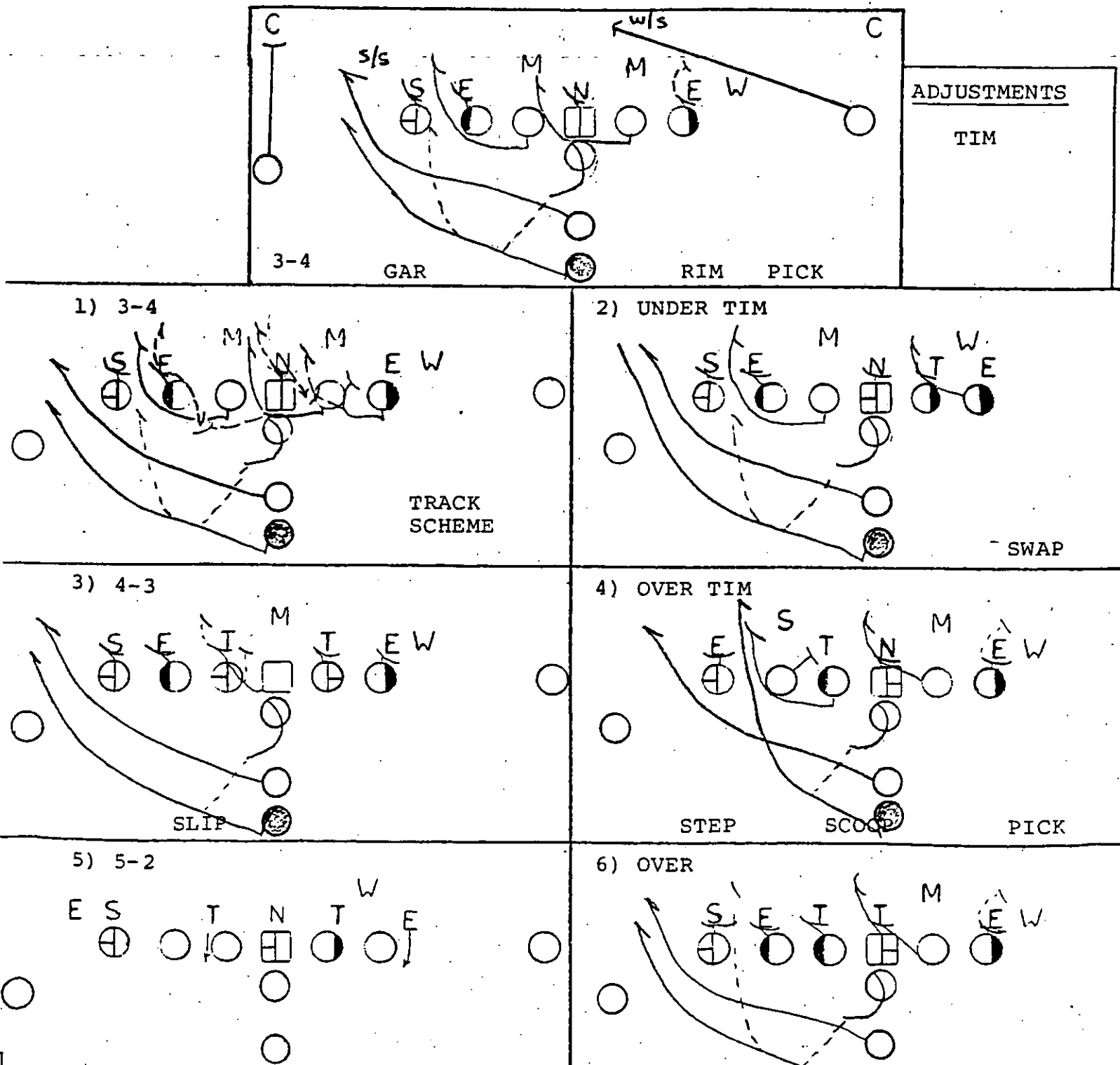
CARRIER slightly downhill for toss - read block on end man.

REMAINING Drive at a point 2 yards behind offensive Tackle --

BACK Strongside (Tight End) - Block force:
Weakside - Block Will. NOTE: Think like Ball Carrier.

"Z" ONSIDE - Second Force (Vs. Rotation slam corner)
OFFSIDE - Crossfield

"X" OFFSIDE - Crossfield
ONside - First force



ON T #2 - Possible Pinch - Step ("T" call used in special situations)

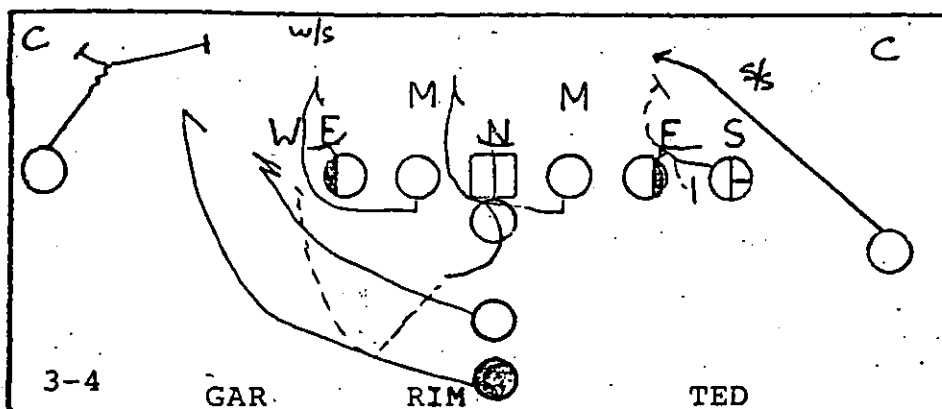
ON G #1 - Possible Gar - Pinch - Step - Car - Slip.

C #0 - Possible Scoop - Car - Slip.

OFF G #1 - Possible Rim - Scoop - Swap

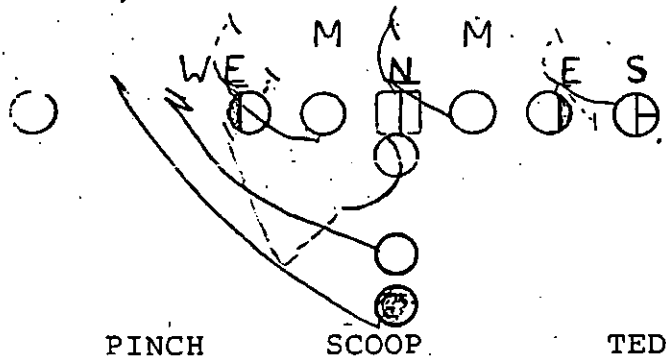
OFF T #2 - Possible Pick - Swap - Ted.

"Y" #3 - Possible Ted = "T" call used in special situations.

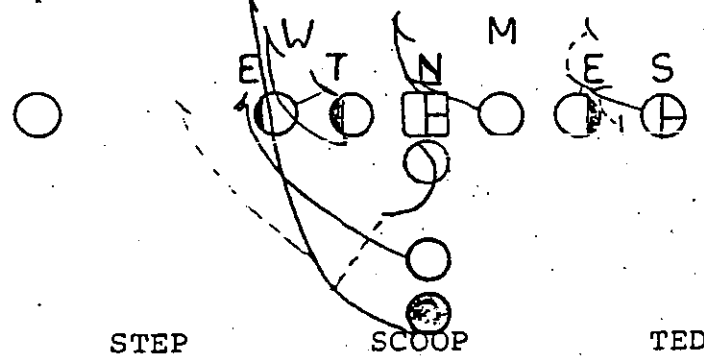


FORMATIONS	
"I"	BOTH
✓	CHECK w/ME
ACE	BOTH
NOTE: POSSIBLE STREAK; PEEL; ZOOM	

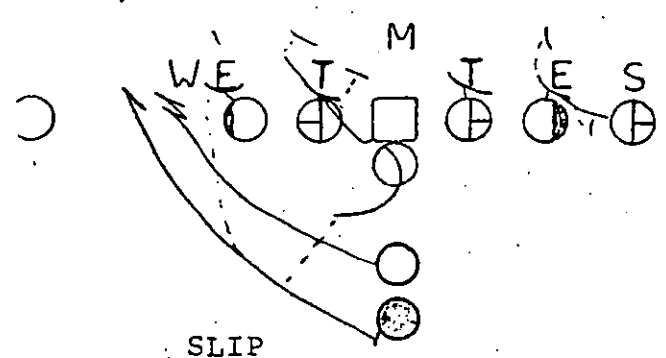
1) 3-4



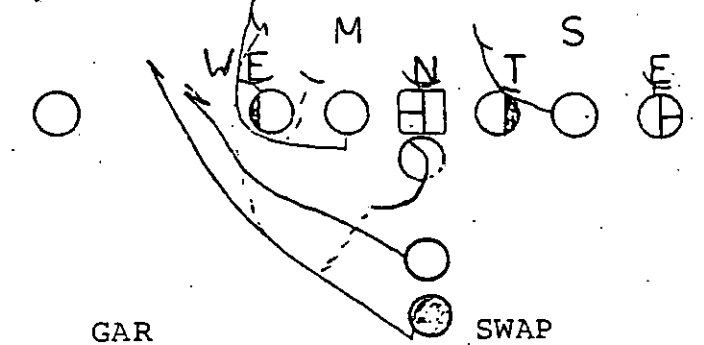
2) UNDER TIM



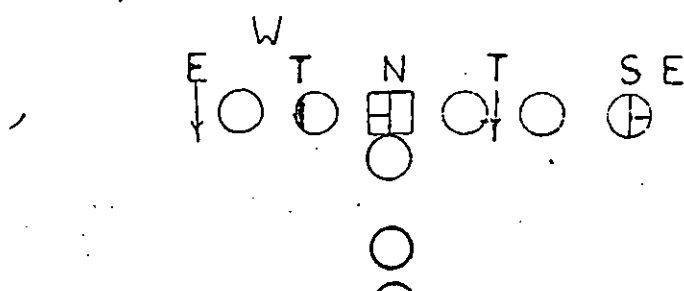
3) 4-3



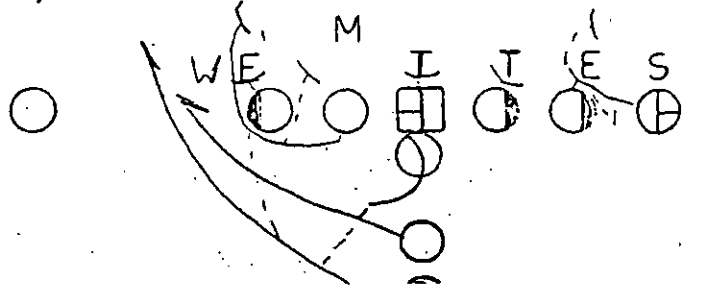
4) OVER TIM



5) 5-2



6) OVER



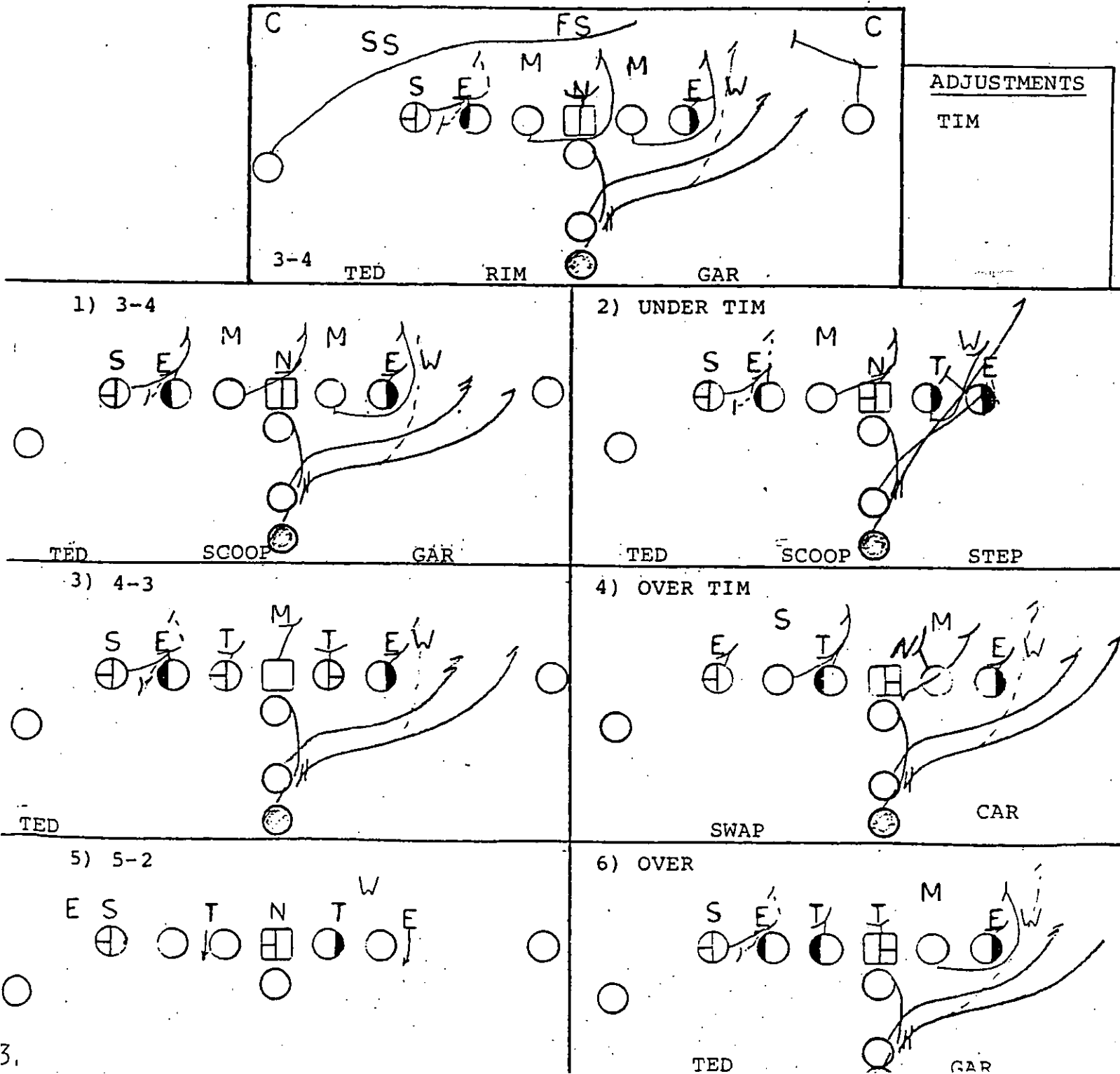
QB Open - hand deep to ball carrier.

BALL Drive for 2 steps at butt of Guard, dip outside
CARRIER read block on end man*.
*Be alert to "TIM" call (weakside).

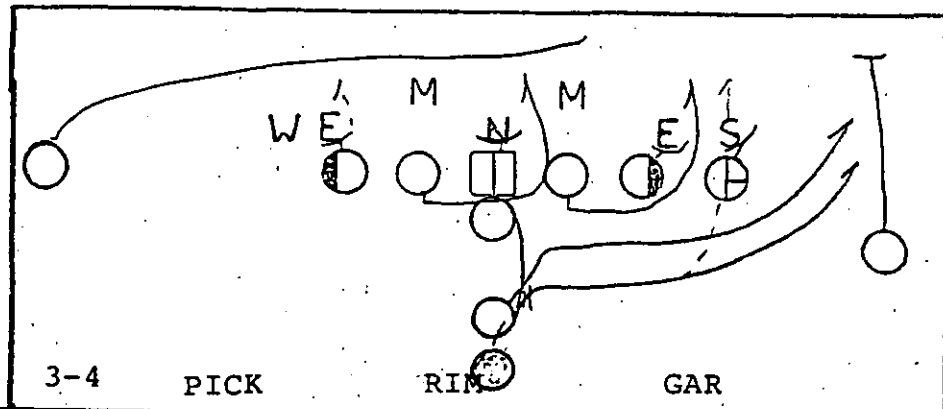
REMAINING Drive for 2 steps at butt of Guard -- think like Ball Carrier.
BACK Strongside - Block force
Weakside - Block Will* *Be alert to "TIM" call (weakside).

"Z" ONSIDE - Second force (Vs. Rotation slam corner)
OFFSIDE - Crossfield

"X" OFFSIDE - Crossfield
ONside - First force

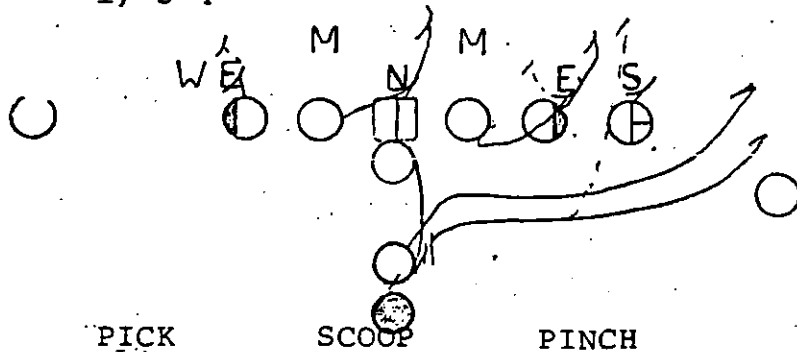


ON T #2 - Possible Pinch - Step ("T" call used in special situations)
 ON G #1 - Possible Gar - Pinch - Step - Car - Slip.
 C #0 - Possible Scoop - Car - Slip.
 OFF G #1 - Possible Rim - Scoop - Swap
 OFF T #2 - Possible Pick - Swap - Ted.
 "Y" #3 - Possible Ted ("T" call used in special situations)

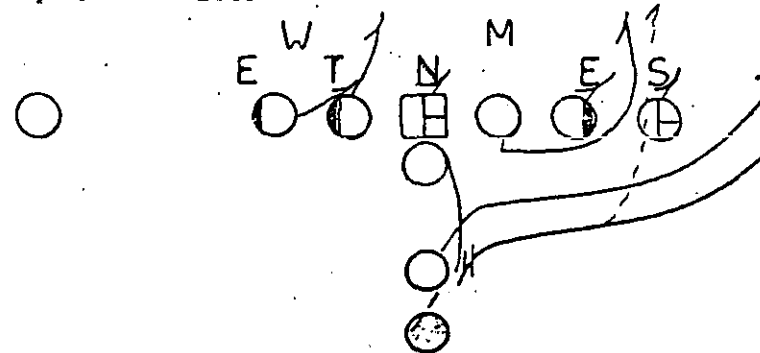


FORMATIONS	
"I"	BOTH
✓	CHECK w/ME
ACE	BOTH

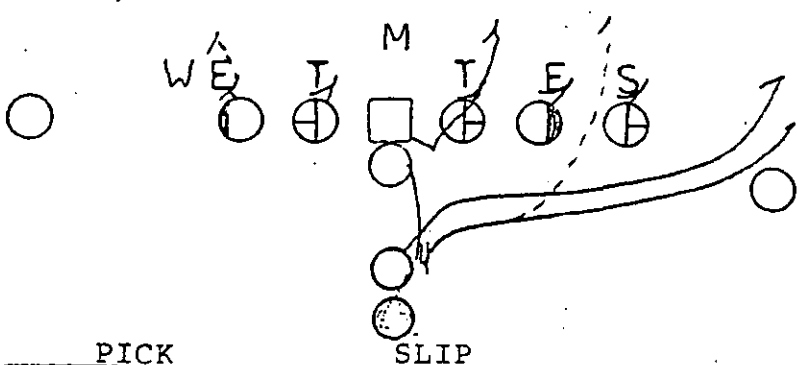
1) 3-4



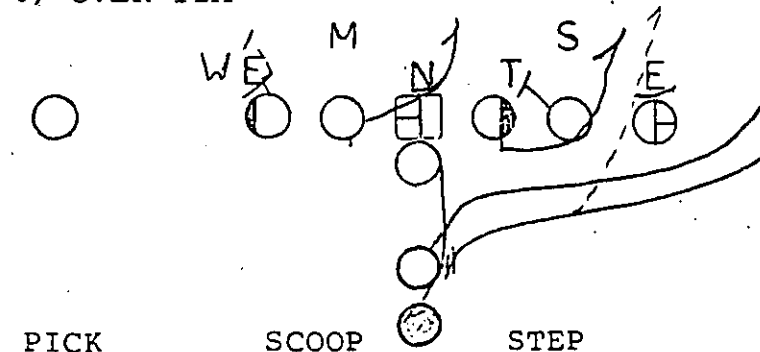
2) UNDER TIM



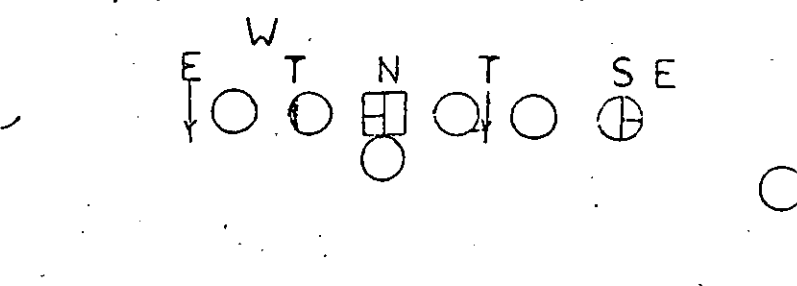
3) 4-3



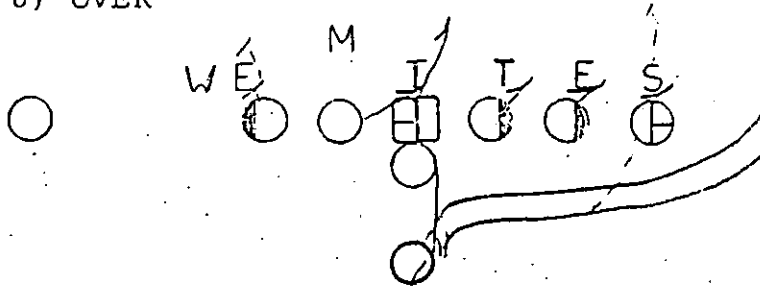
4) OVER TIM



5) 5-2



6) OVER

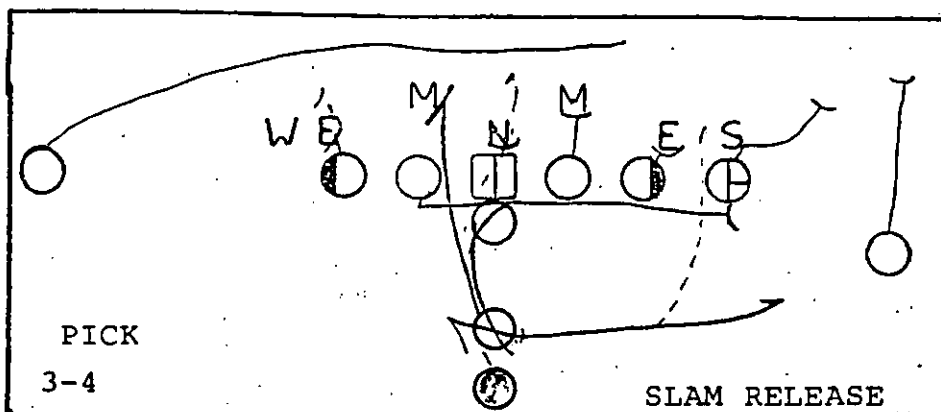


QB "FAR" - Reverse - over handoff to ball carrier.
"I" - Reverse - get depth as quick as possible - under handoff to ball carrier (can use Toss 28-29).

BALL CARRIER "FAR" - Jab step away from play call (to allow pulling Guard to lead) Sprint for over handoff - key pulling Guard's block on end man.
"I" - Drive offside 2 steps for under handoff (Toss 28-29 - jab step - sprint for toss from Quarterback).

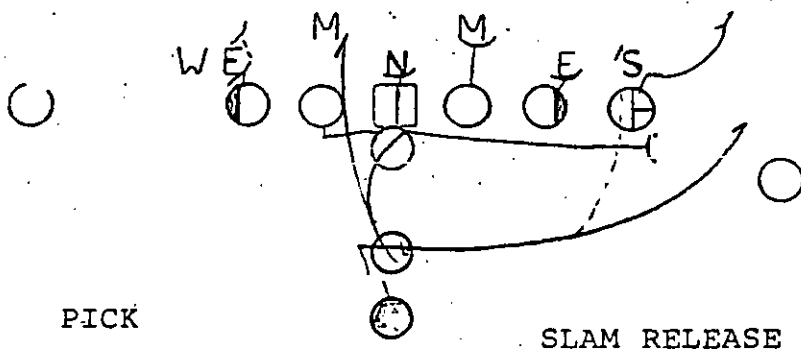
REMAINING BACK Replace offside for pulling Guard --
GUARD COVERED - Defensive Tackle.
BUBBLE SIDE - Block Bubble Backer (read Nose Tackle for course)

ON T #2 - Possible Step
 ON G #1 - Possible Step - Slip - Fake Scoop
 C #0 - Possible Slip
 OFF G Pull flat-block end man on the L.O.S.
 OFF T #2 - Pick
 "Y" Slam release. Strong Safety (Alert Sam 2 adjustment)



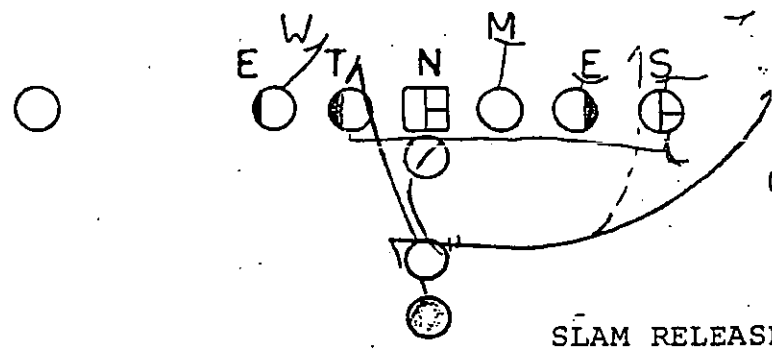
FORMATIONS	
FAR	STRONG
"I"	STRONG

1) 3-4

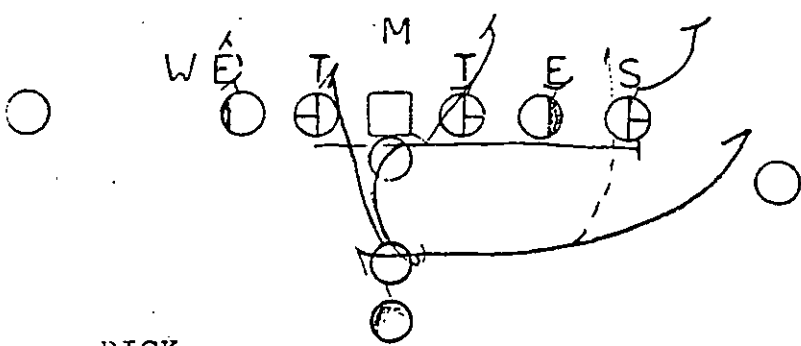


SLAM RELEASE

2) UNDER TIM

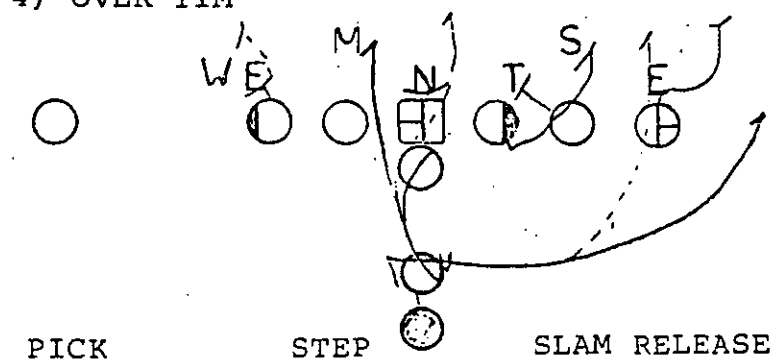


3) 4-3



PICK

4) OVER TIM

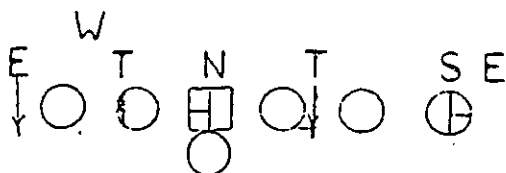


PICK

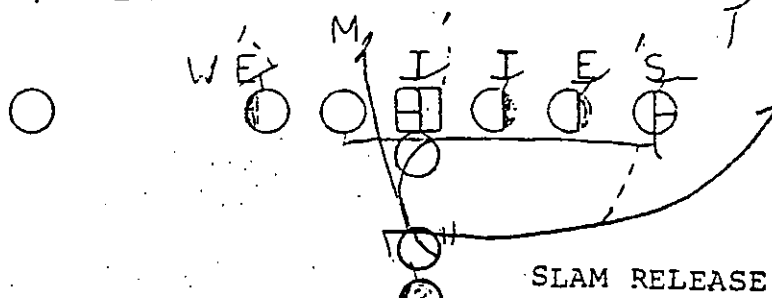
STEP

SLAM RELEASE

5) 5-2



6) OVER



SLAM RELEASE

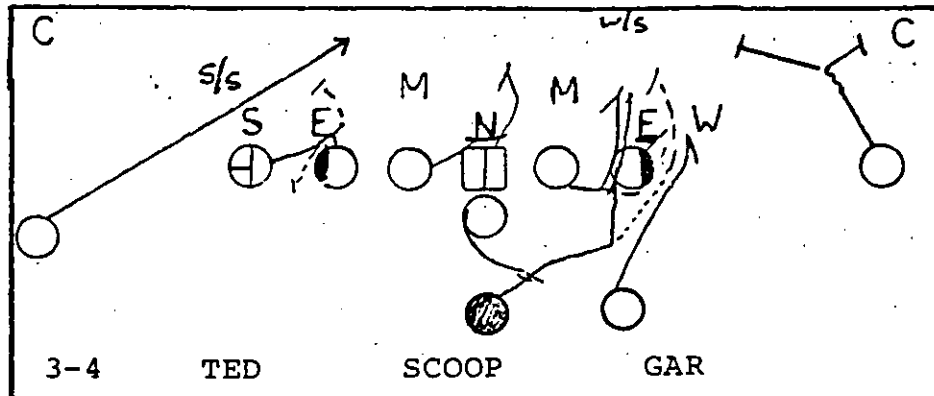
QB Reverse, handoff to ball carrier - (Full Formation - adjust to width of ball carrier.)

BALL CARRIER Short crossover step, drive at the inside leg of the offensive Tackle, at handoff level off and read block on Defensive End. Be alert to "TIM" call - think inside.

REMAINING BACK Drive at outside leg of offensive Tackle - Block outside linebacker. Be alert to "TIM" call. (Slight hesitation for TUG Block.)

"Z" ONSIDE - Second Force
OFFSIDE - Crossfield

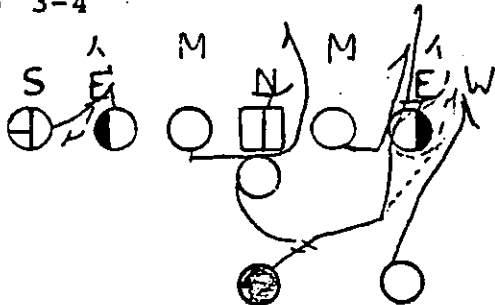
"X" OFFSIDE - Crossfield
ONside - First Force (X Tight - Easy Release)



ADJUSTMENTS

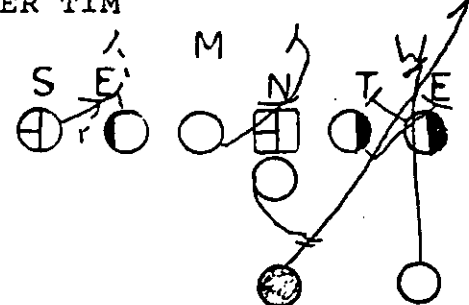
TIM
SAM Z

1) 3-4



TED RIM GAR

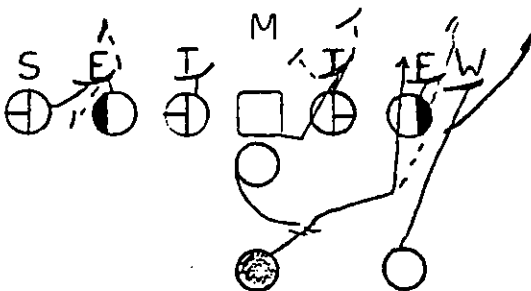
2) UNDER TIM



TED SCOOP TUG

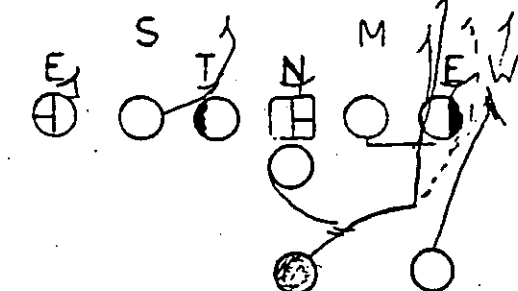
Tim Adj

3) 4-3



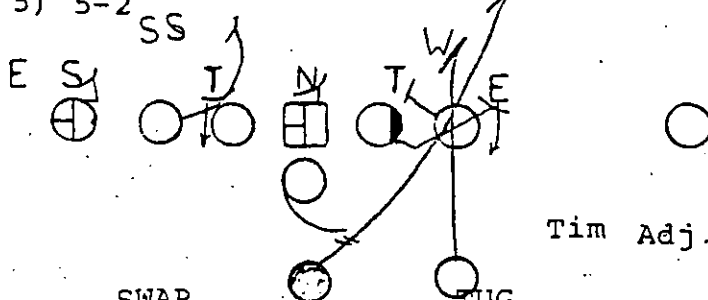
TED SLIP

4) OVER TIM



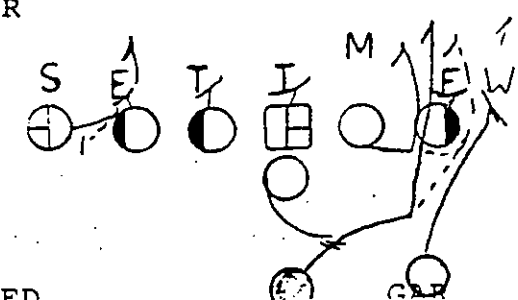
SWAP GAR

5) 5-2



Tim Adj.

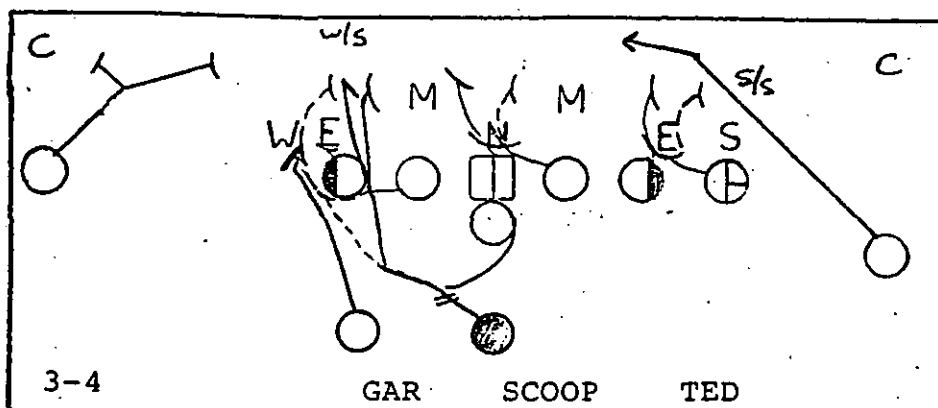
6) OVER



TED

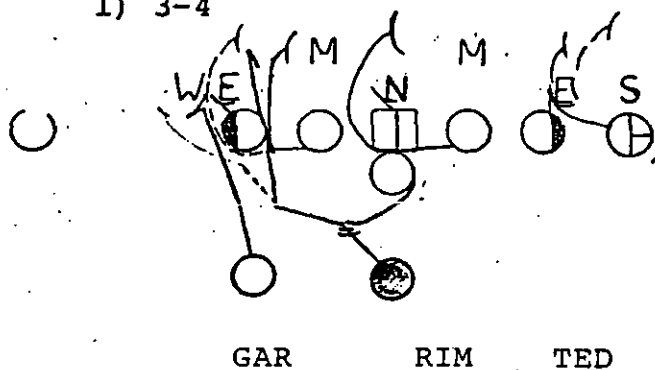
GAR

ON T #2 (Vs. Tim, call "TIM" - Tug - Step or Man)
 ON G #1 - Possible Gar - G Slip ("Tim" called - Tug, Step or Man)
 C #0 - Possible Scoop - Slip
 OFF G #1 - Possible Rim - Scoop - Gut - Swap
 OFF T #2 - Possible Ted - Gut - Swap
 "Y" ONSIDE - Easy release - Strong Safety (Alert Sam-Z adjustment)
 OFFSIDE - #3 - Possible Ted

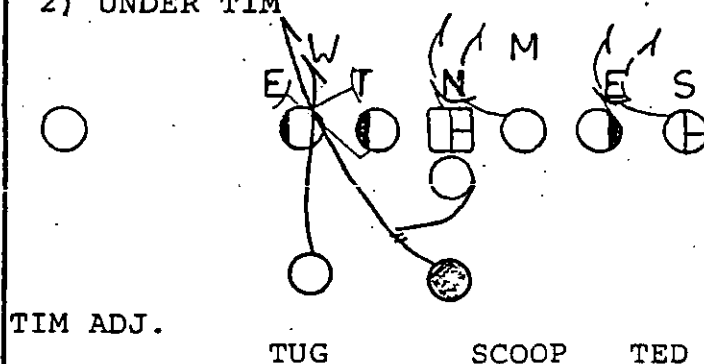


FORMATIONS	
FAR	WEAKSIDE
FULL	WEAKSIDE
NEAR	STRONGSIDE

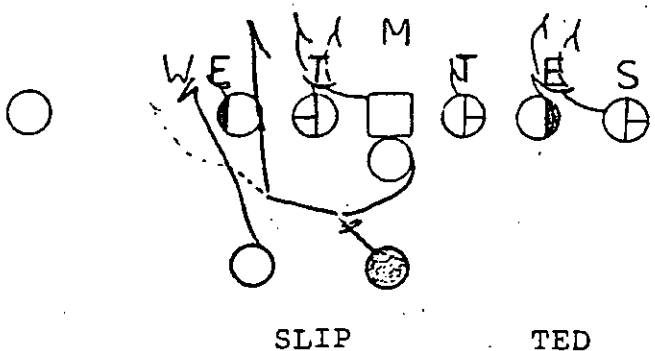
1) 3-4



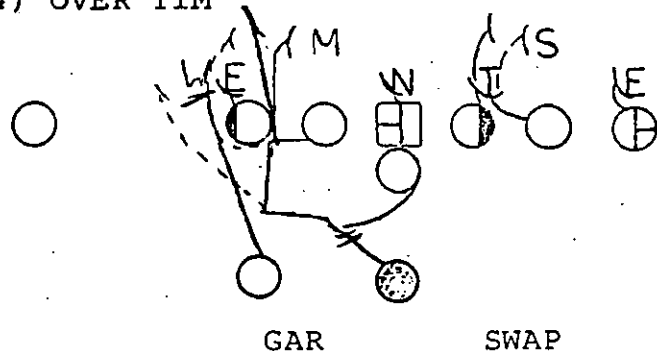
2) UNDER TIM



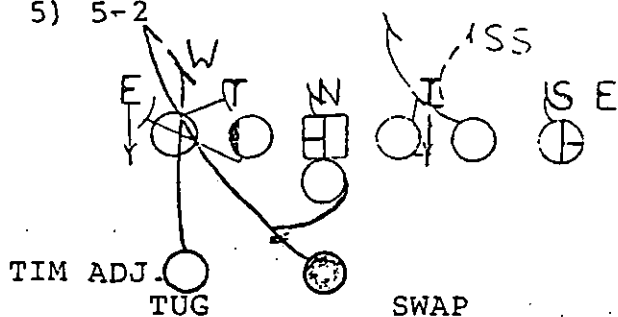
3) 4-3



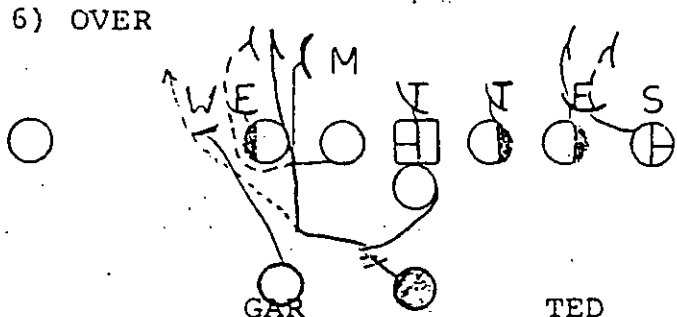
4) OVER TIM



5) 5-2



6) OVER



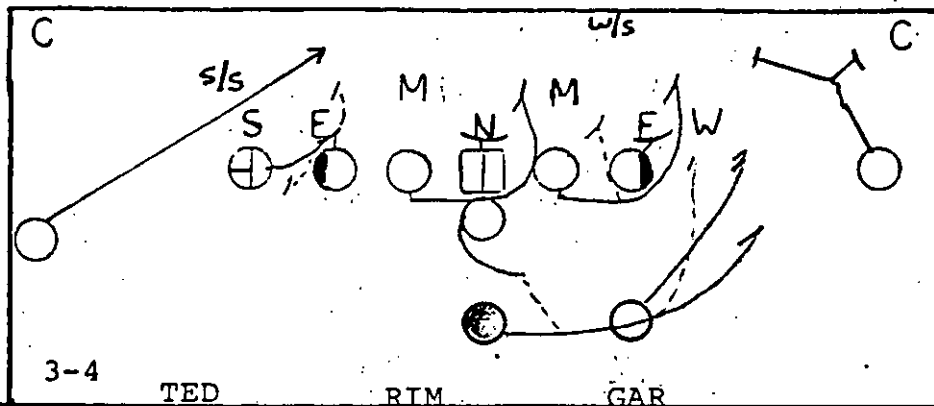
QB Reverse - flip to ball carrier.

BALL CARRIER (Cheat alignment - 1/2 yard deeper) Open step - run parallel to the line of scrimmage - read the Halfback's block on the end man.

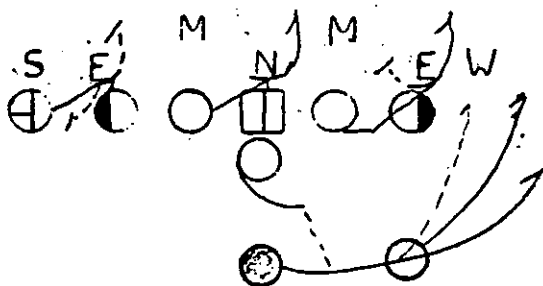
REMAINING BACK (Cheat alignment - 1/2 yard deeper) Run a course aiming one yard outside of Will Linebacker - block in or out (be alert for "STEP" call - block end man on LOS).

"Z" Onside - Second Force; Offside - Crossfield

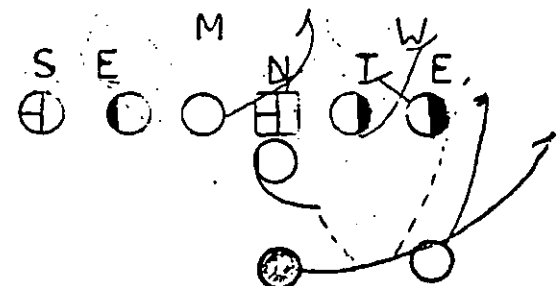
"X" Onside - First Force; Offside - Crossfield



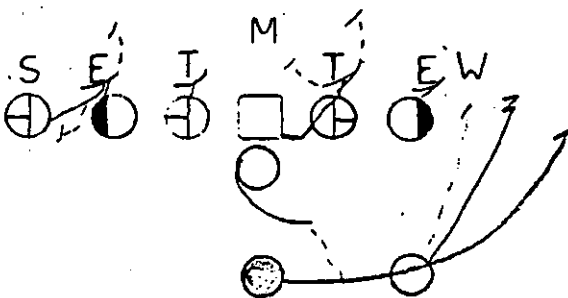
1) 3-4



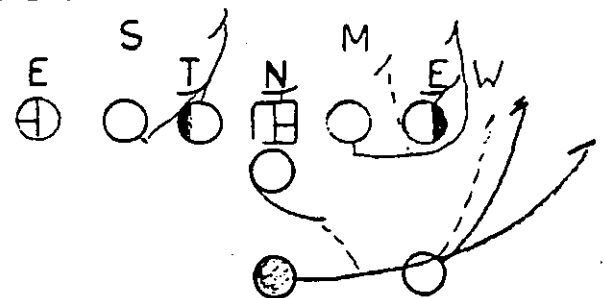
2) UNDER TIM



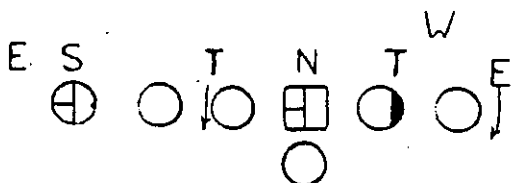
3) 4-3



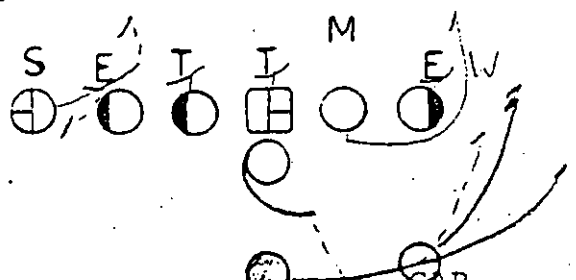
4) OVER TIM



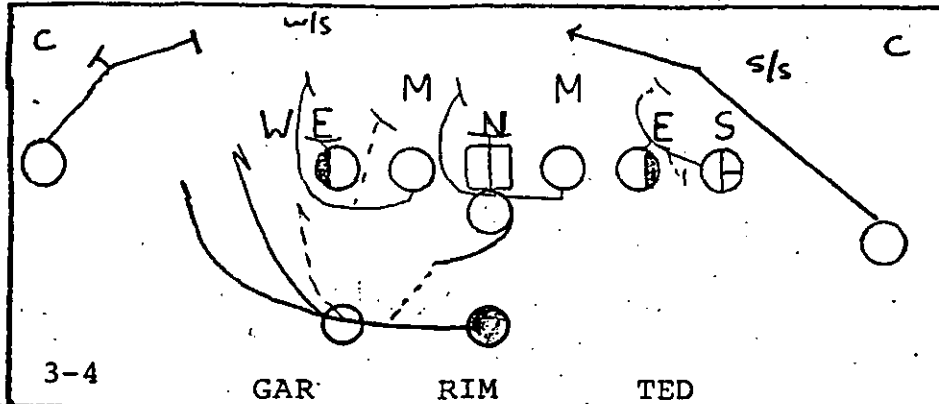
5) 5-2



6) OVER

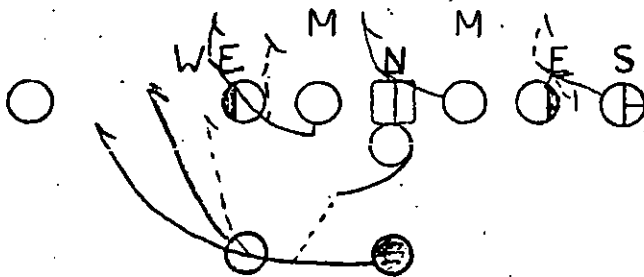


ON T #2 - Possible Pinch - Step - Tug ("T" call used in special situations)
 ON G #1 - Possible Gar - Pinch - Step - Car - Slip - Tug.
 C #0 - Possible Scoop - Car - Slip.
 OFF G #1 - Possible Rim - Scoop - Swap.
 OFF T #2 - Possible Scoop - Swap - Ted.
 "Y" #3 - Possible Ted ("T" call used in special situations).

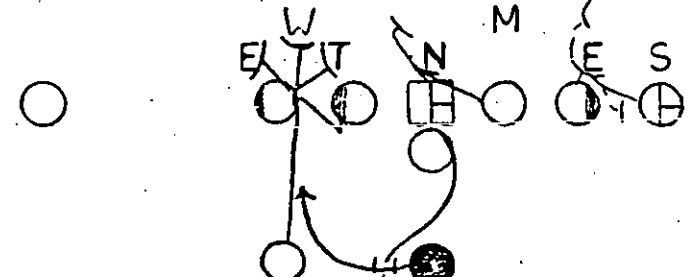


FORMATIONS	
FAR	WEAK
NEAR	STRONG
ACE	BOTH

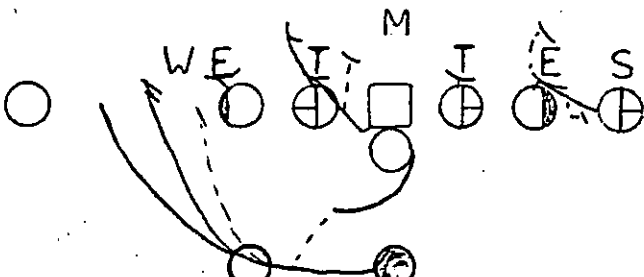
1) 3-4



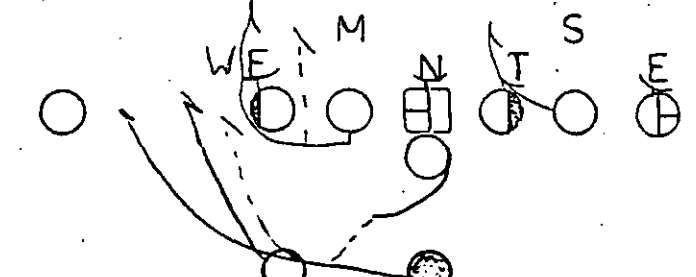
2) UNDER TIM (ADJUSTMENT REVERTS TO 36)



3) 4-3



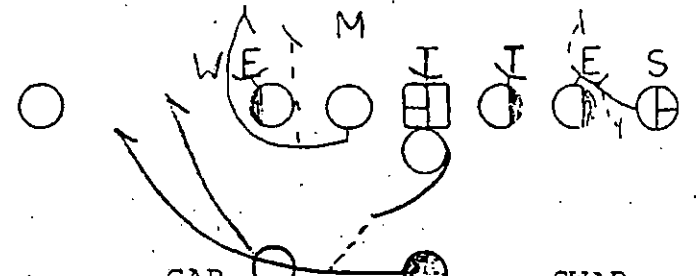
4) OVER TIM



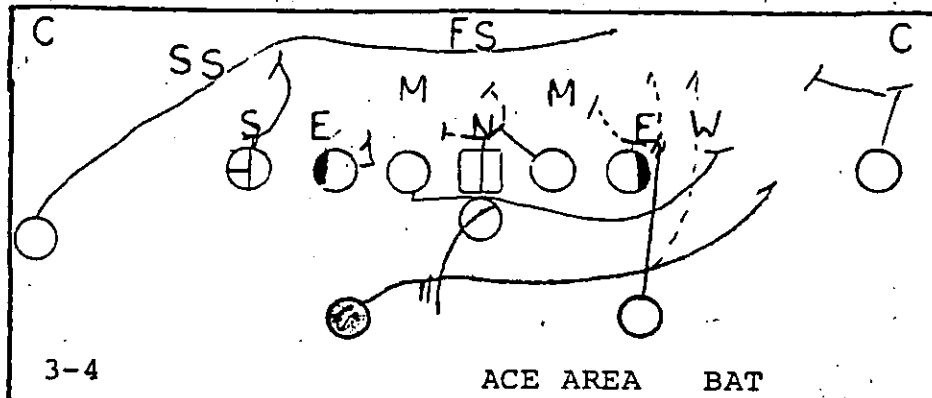
5) 5-2



6) OVER



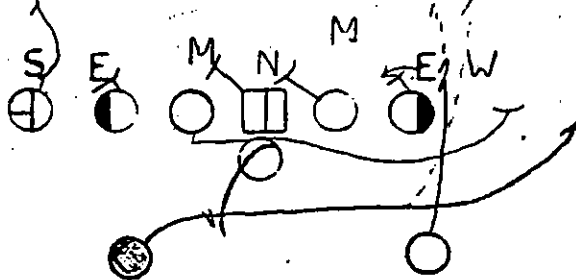
QB Reverse (with depth) under handoff to ball carrier.
 BALL Under, trap handoff - maintain hip pocket relationship with
 CARRIER pulling offside Guard - key block on end man.
 MAINING (Cheat alignment to outside leg of Tackle). Bill block man
 BACK over Tackle (be alert to BAT adjustment).
 "Z" Onside - Corner; Offside - Crossfield
 "X" Onside - First Force; Offside - Crossfield



ADJUSTMENTS

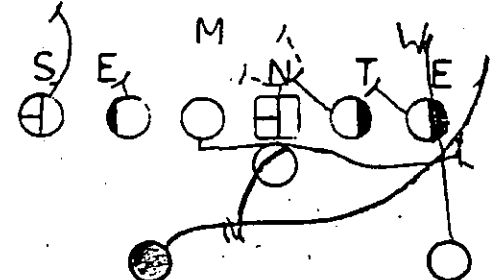
BAT
 SAM Z

1) 3-4



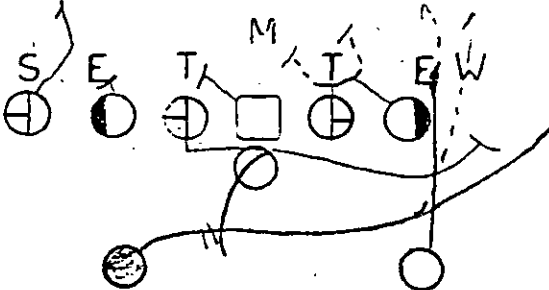
GAP BAT

2) UNDER TIM



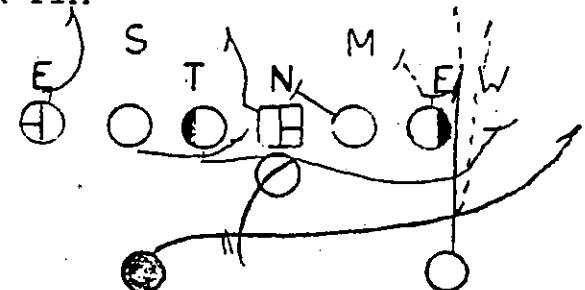
GAP
 ACE AREA

3) 4-3



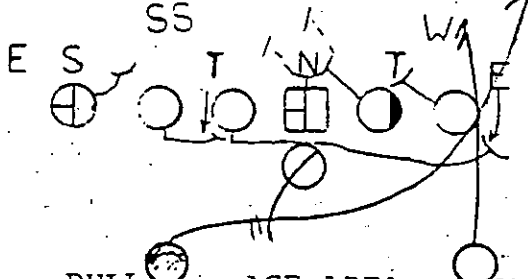
DEUCE AREA

4) OVER TIM

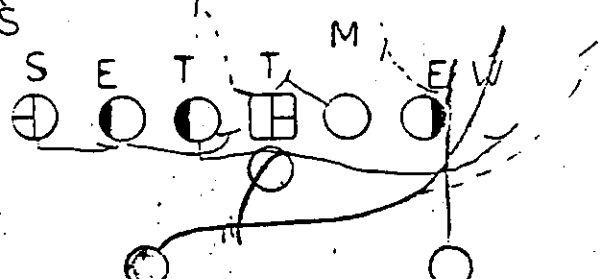


PULL

5) 5-2



6) OVER
 SS



49-48 SWEEP (FORCE)

ON T Trey Area vs. Bubble. "Odd" = #1; "Even" = #0:

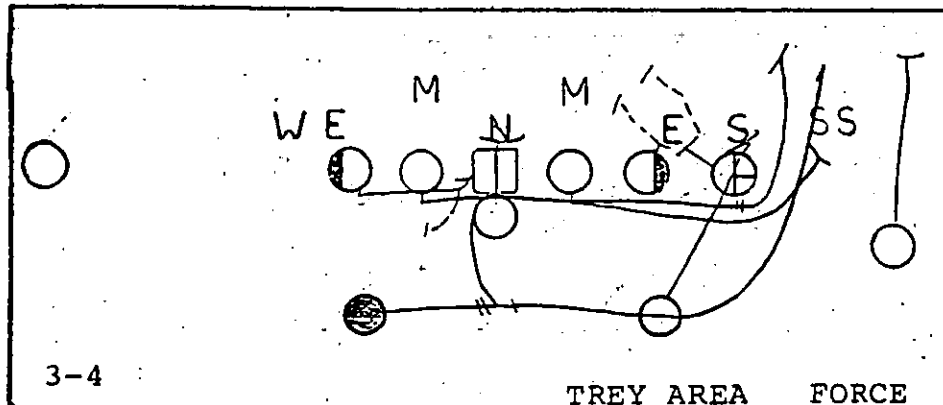
ON G Pull - Clear Fullback's block, 2nd force. ("FORCE" called in the huddle - block 1st force).

C #0 - "Odd" = #0; "Even" = #1.

OFF G Pull and read block on the end man on L.O.S. - Seal 9 (8).
Defensive Tackle one alignment, call "Stay". (Alert for "Solid" Call)

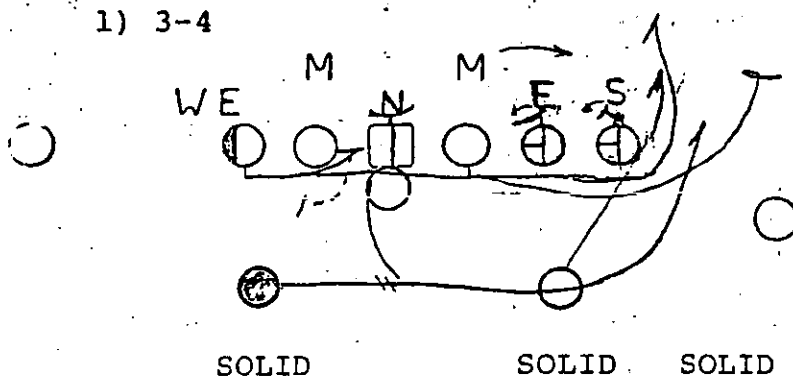
OFF T #1 - Sprint Cutoff - "STAY" = pull and read block on end man on the L.O.S., Seal 9 (8).

"Y" #2 - Trey area vs. bubble (Alert if end man in 6 alignment, call "Solid").



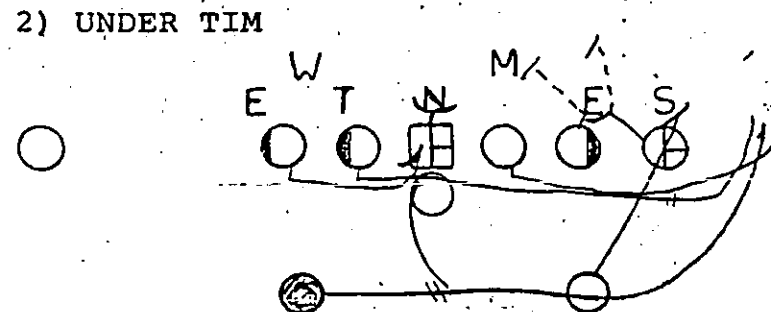
FORMATIONS
FULL-STRONGSIDE

1) 3-4

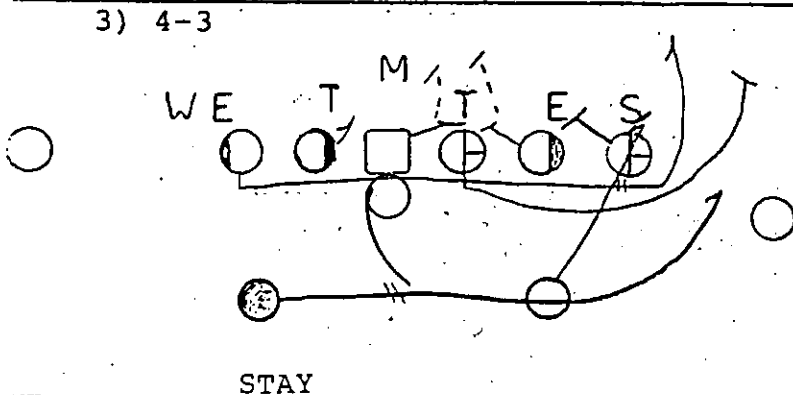


SOLID SOLID SOLID

2) UNDER TIM

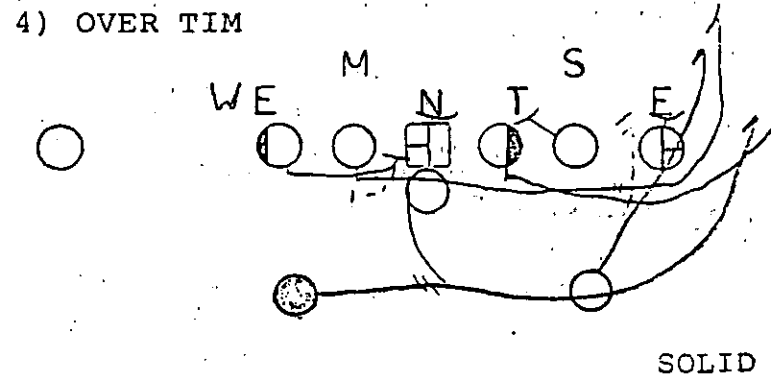


3) 4-3



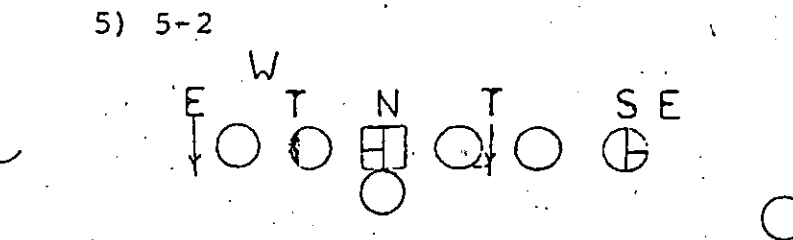
STAY

4) OVER TIM

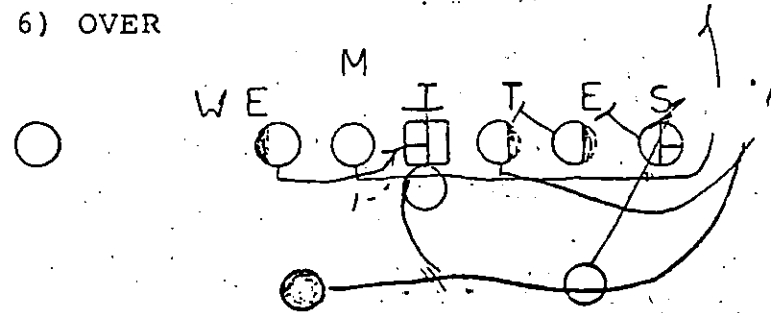


SOLID

5) 5-2



6) OVER



BELLY 48-49 (FORCE)

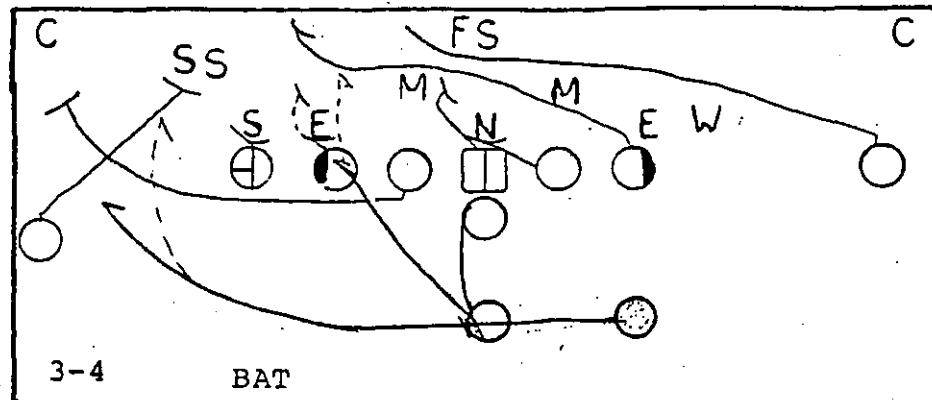
QB Open - hand to ball carrier. (Can run Toss Belly 49-48)

BALL CARRIER Sprint across backfield for handoff, stay flat, think outside, key block on end man. ("I" Formation - Dip 19 handoff)

EMAINING BACK GUARD COVERED - Drive at outside leg of onside Guard - clean man over Guard - not there, first inside backer (alert to "TAB" call.)
BUBBLE - Drive at inside leg of onside Tackle - track to bubble backer (alert to RAM adjustment - BAT).

"Z" First force (Alert to "FORCE" called in huddle - second force)

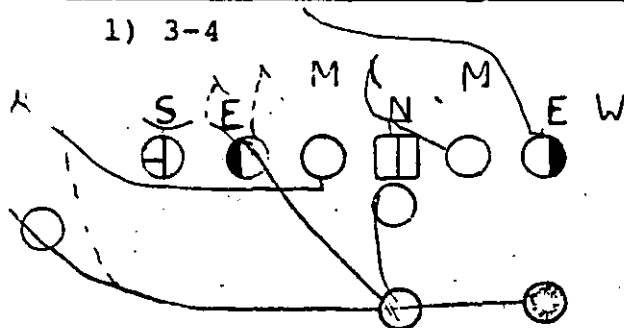
"X" Crossfield



ADJUSTMENTS

BAT
TAB
FORCE

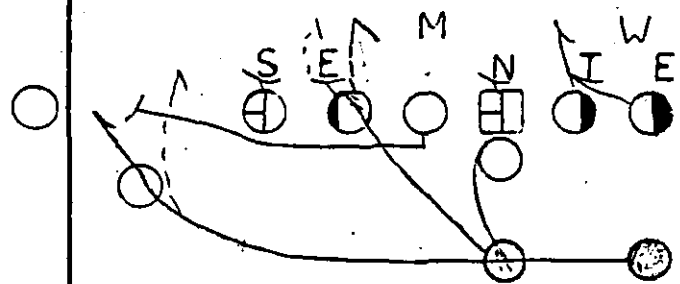
1) 3-4



BAT

SCOOP

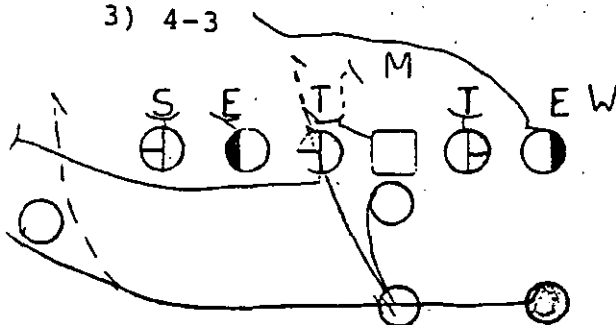
2) UNDER TIM



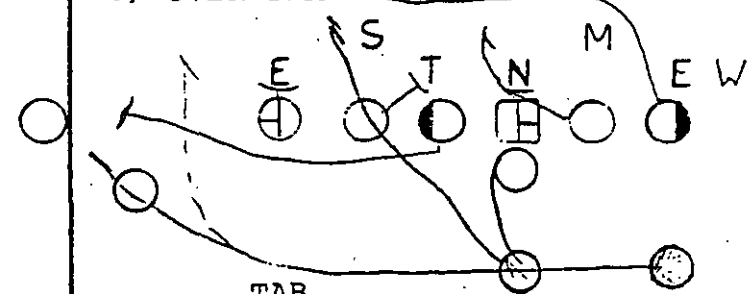
BAT

SWAP

3) 4-3



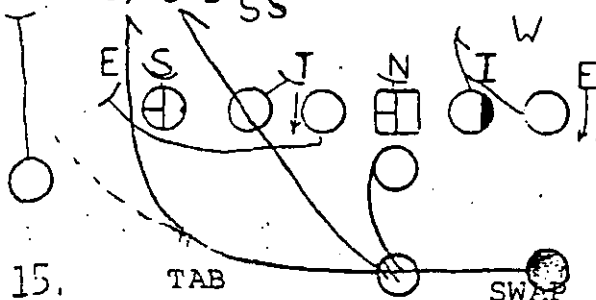
4) OVER TIM



TAB

SCOOP

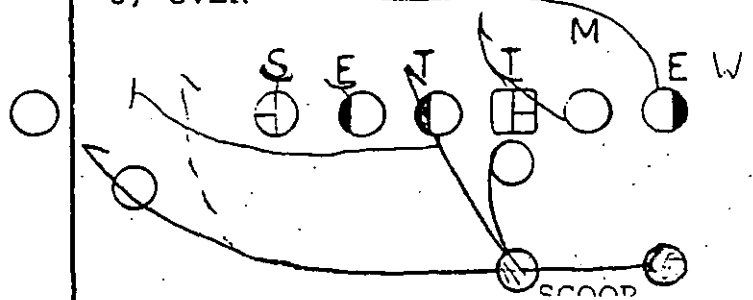
5) 5-2 SS



TAB

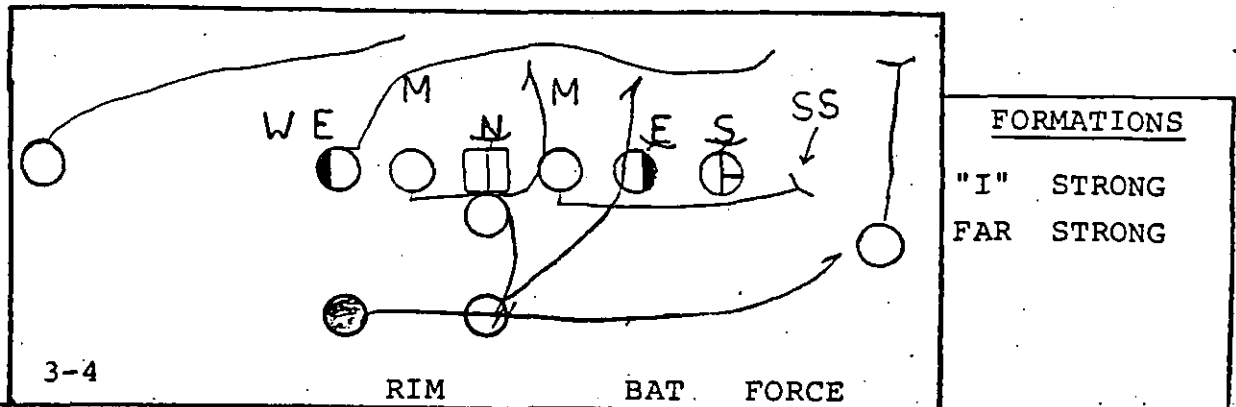
SWAP

6) OVER

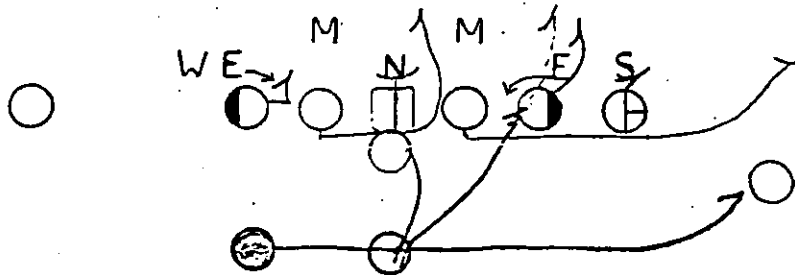


SCOOP

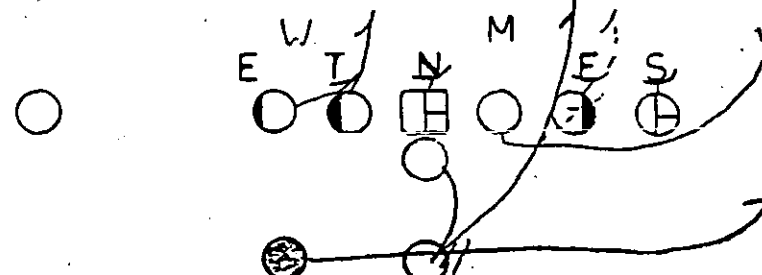
- ON T #2 - (alert to Ram adjustment BAT) (Tim adjustment - TAB).
 ("T" or "Slip" call used in special situations)
- ON G Pull, key block on end man and block 2nd force ("Force" called in huddle - block 1st force.)
- C #0 - Scoop - (Area block with Fullback)
- OFF G #1 - Possible Rim - Scoop - Swap
- OFF T Crossfield - Possible Swap.
- "Y" #3 - ("T" or "Slip" call used in special situations)



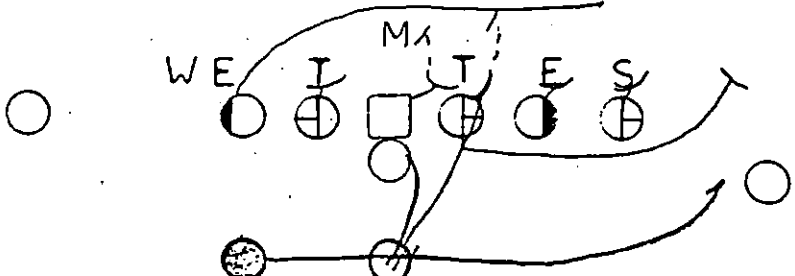
1) 3-4



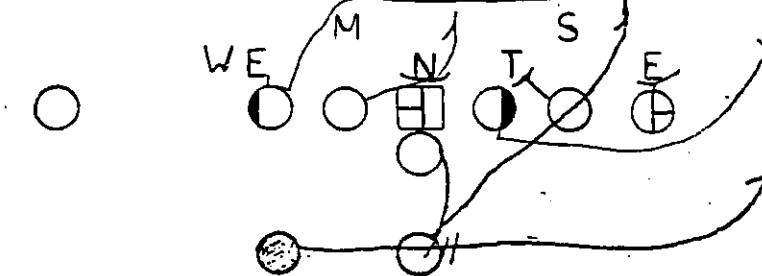
2) UNDER TIM



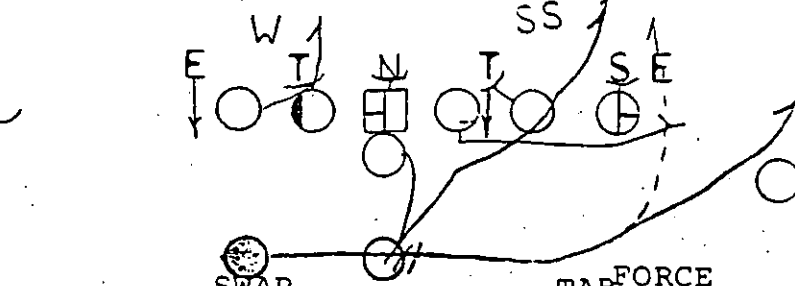
3) 4-3



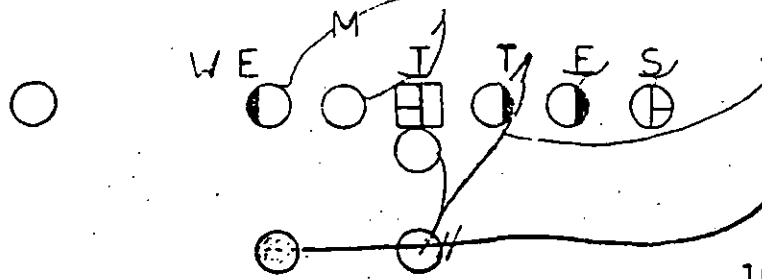
4) OVER TIM



5) 5-2

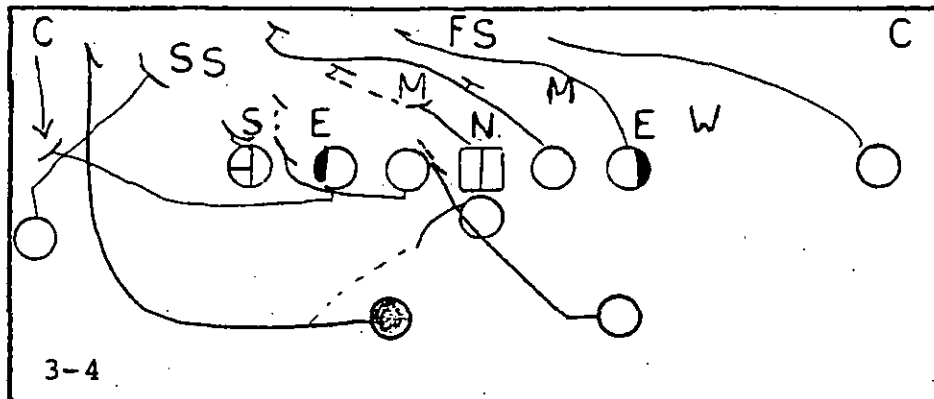


6) OVER

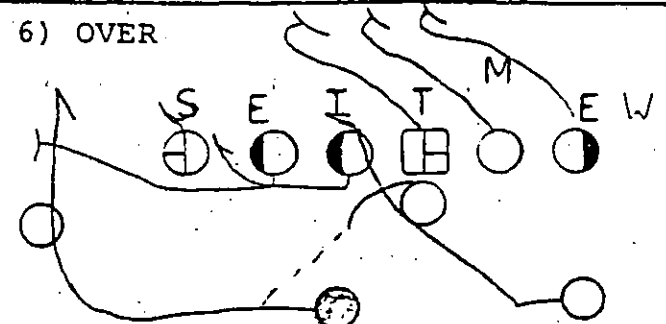
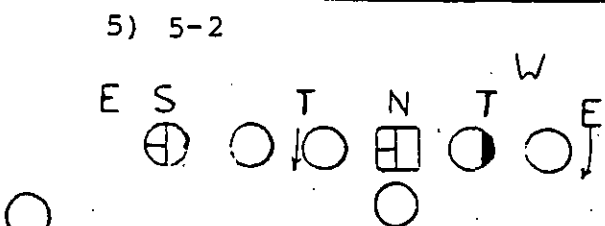
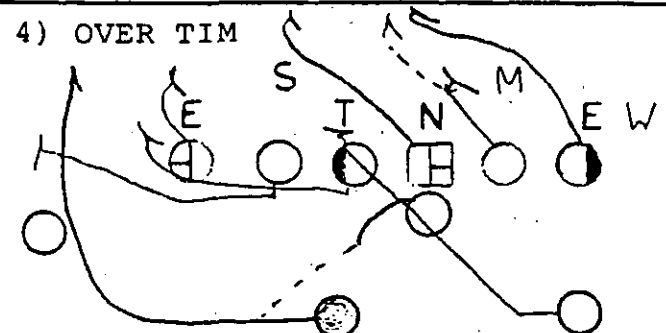
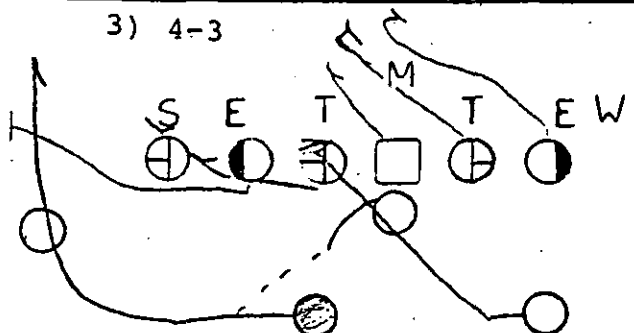
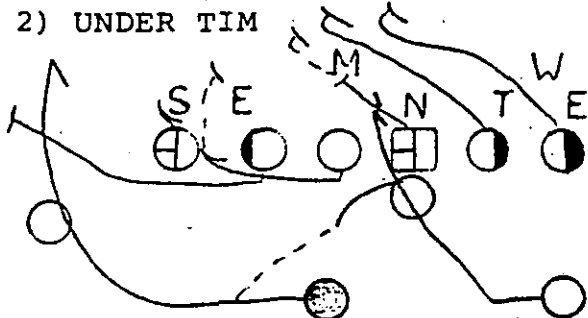
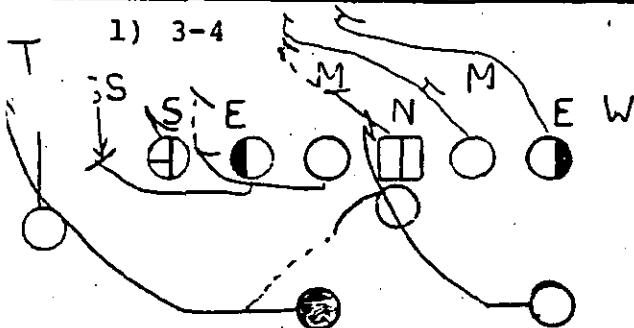


TOSS 58-59 (CRACK)

QB Reverse (or Open) - Toss to ball carrier.
 BALL (Align on outside leg of Guard) Sprint laterally - key block
 CARRIER of pulling Tackle on force.
 REMAINING Lateral step - drive at onside Center-Guard (A) Gap - cut most
 BACK dangerous defender. (Possible Fake Toss away)
 "Z" ONSIDE - Second force SLOT - Crack
 OFFSIDE - Crossfield
 "X" OFFSIDE - Crossfield
 ONSIDE - Crack



ADJUSTMENTS



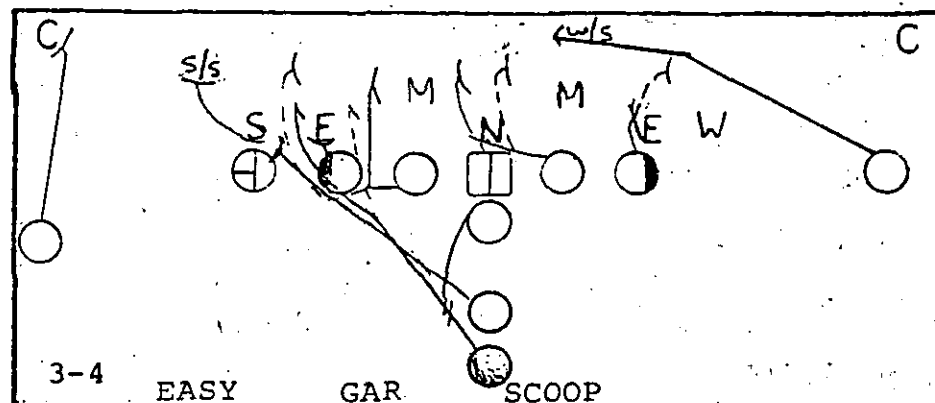
QB Open - hand deep to ball carrier.

BALL CARRIER Drive at inside leg of offensive Tackle - read block on Defensive End. Be alert to "TIM" call - think inside.

REMAINING BACK Drive at inside leg of offensive Tackle, go inside or outside and block outside linebacker. Be alert to "TIM" call.

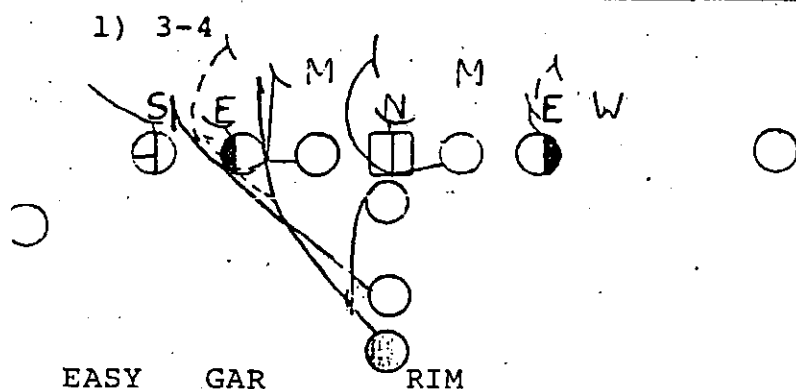
"Z" ONSIDE - Second Force
OFFSIDE - Crossfield

"X" OFFSIDE - Crossfield
ONside - First Force (X Tight - Easy Release)

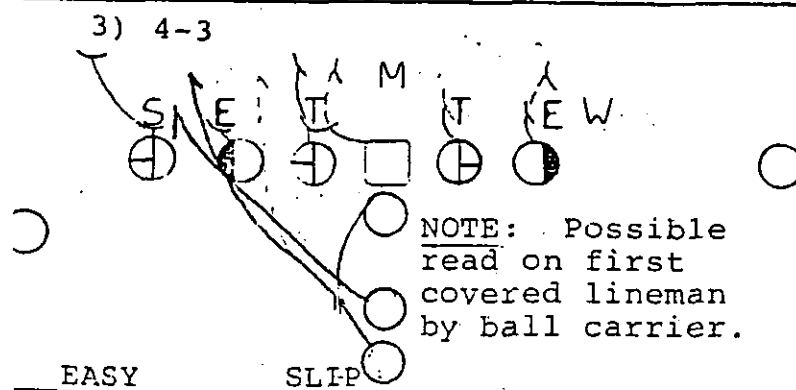
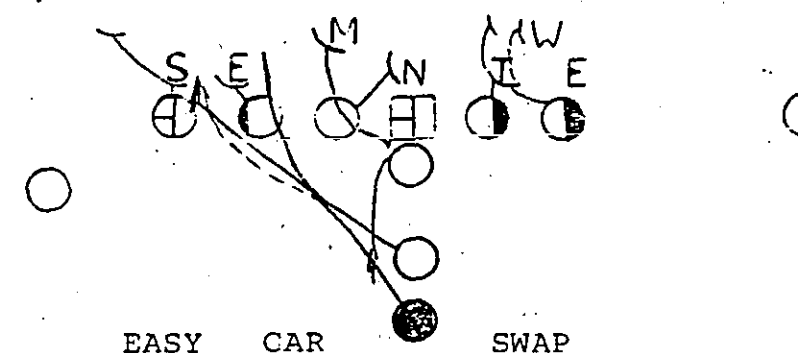


ADJUSTMENTS

TIM
SAM Z
CAR

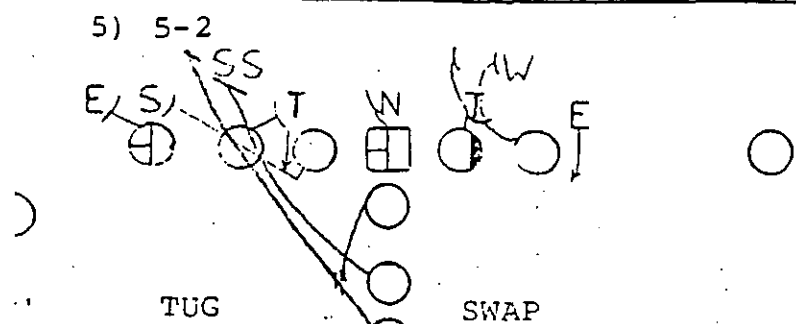
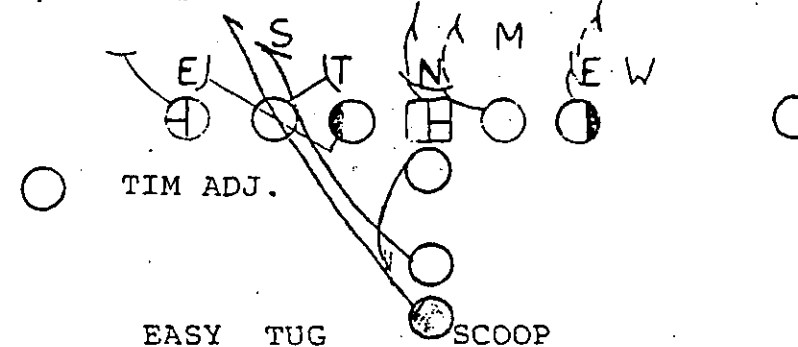


2) UNDER TIM

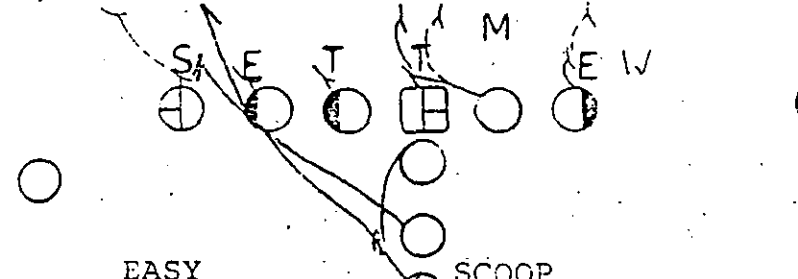


NOTE: Possible read on first covered lineman by ball carrier.

4) OVER TIM



6) OVER



ON T #2 (Vs. Tim, call "TIM" - Tug, Step or Man)

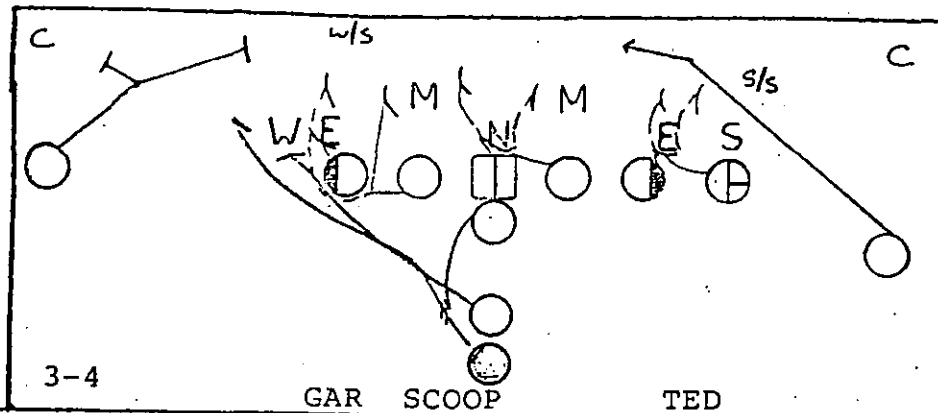
ON G #1 - Possible Gar - G - Car - Slip ("Tim" called - Tug, Step or Man)

C #0 - Possible Scoop - Car - Slip

OFF G #1 - Possible Rim - Scoop - Gut - Swap

OFF T #2 - Possible Ted - Gut - Swap

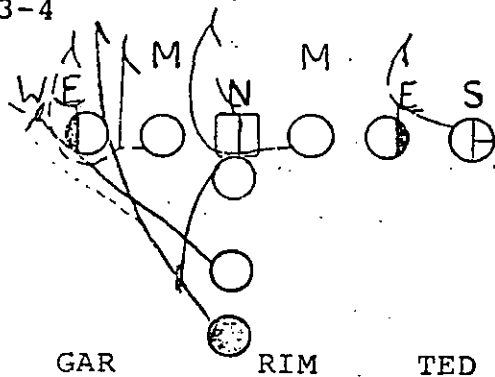
"Y" ONSIDE - Easy Release - Strong Safety (Alert Sam-Z adjustment)
 OFFSIDE - #3 - Possible Ted.



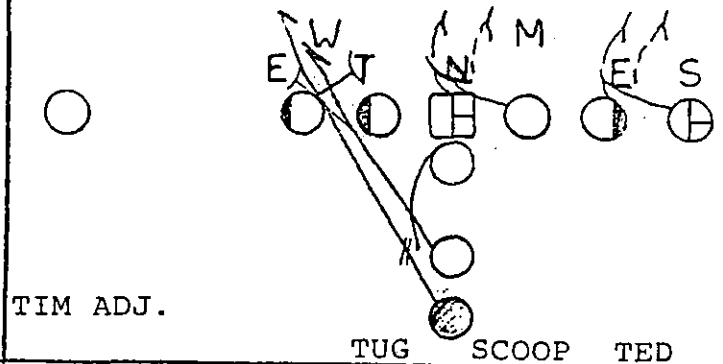
FORMATIONS

"I" BOTH

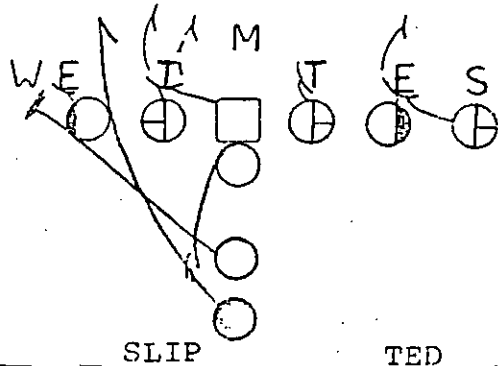
1) 3-4



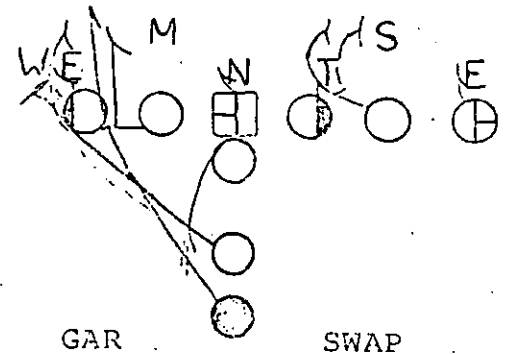
2) UNDER TIM



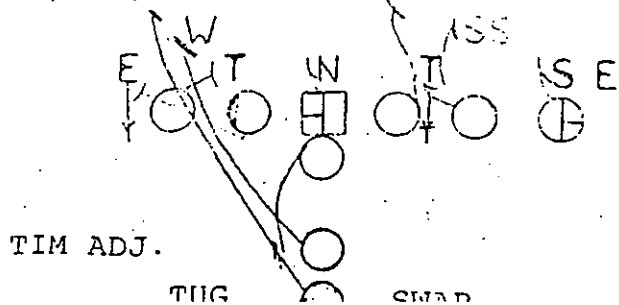
3) 4-3



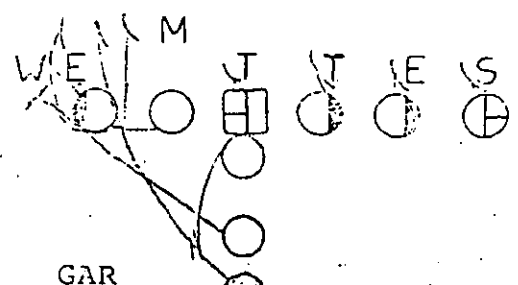
4) OVER TIM



5) 5-2



6) OVER



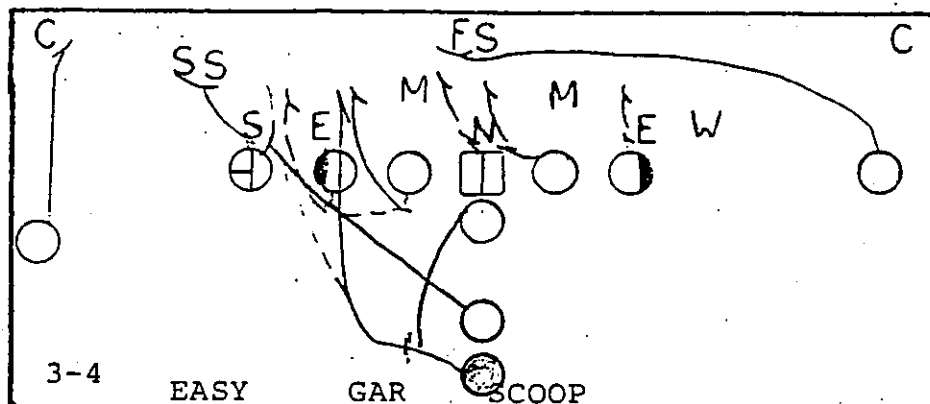
QB Open - sprint deep hand to ball carrier. Be alert to "TIM" call - "TIM" call, sprint is off.

BALL CARRIER Open Step - Crossover - plant aiming at inside leg of offensive Tackle - read block on Defensive End. Be alert to "TIM" call - "TIM" call, sprint is off. (16-17)

REMAINING BACK Drive at inside leg of offensive Tackle go inside or outside and block outside linebacker. Be alert to "TIM" call.

"2" ONSIDE - Second Force
OFFSIDE - Crossfield

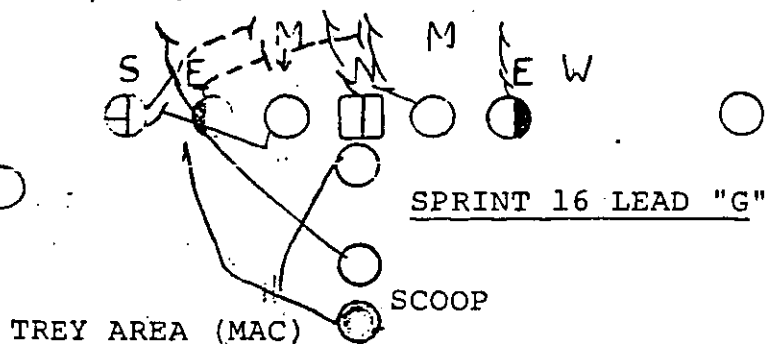
"X" OFFSIDE - Crossfield
ONSI DE - First Force (X Tight - Easy Release)



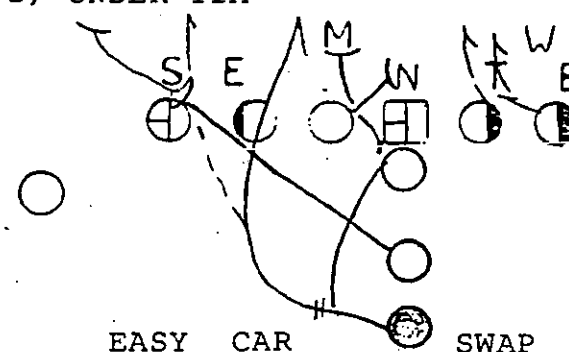
ADJUSTMENTS

TIM
SAM 2
CAR

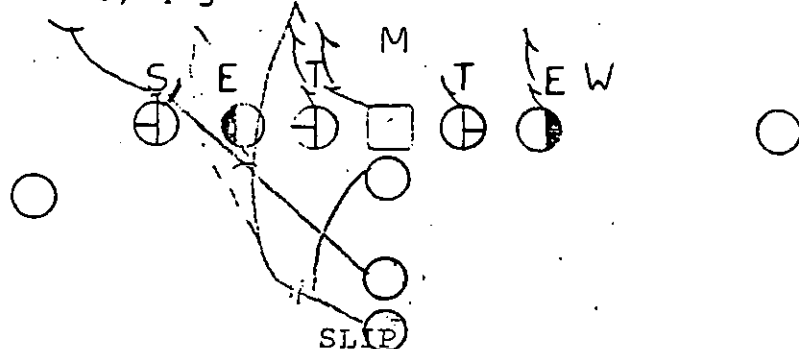
1) 3-4



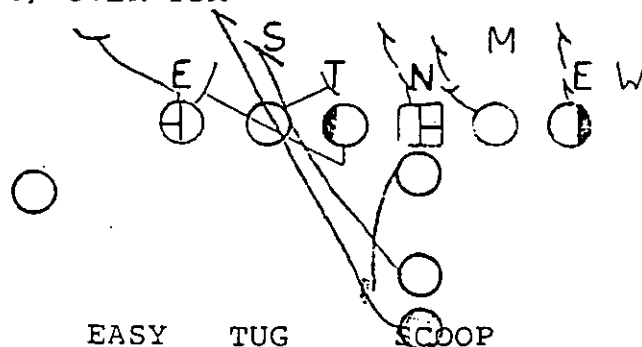
2) UNDER TIM



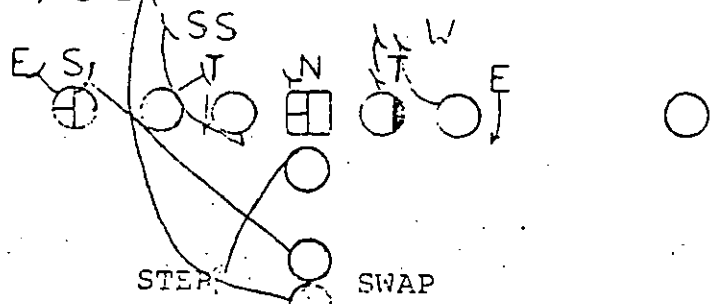
3) 4-3



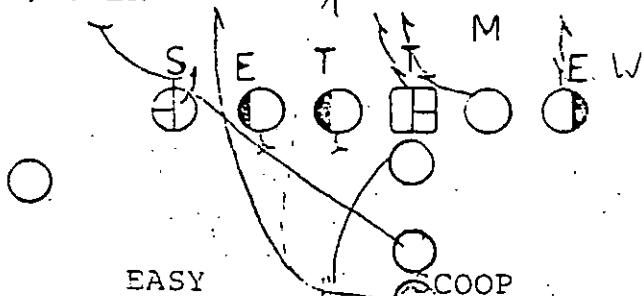
4) OVER TIM



5) 5-2



6) OVER



SPRINT 16-17

ON T #2 Pass Set (Vs. Tim, call "TIM" - Tug, Step or Man.)

ON G #1 - Possible Gar - G - Car - Slip ("Tim" called - Tug, Step or :

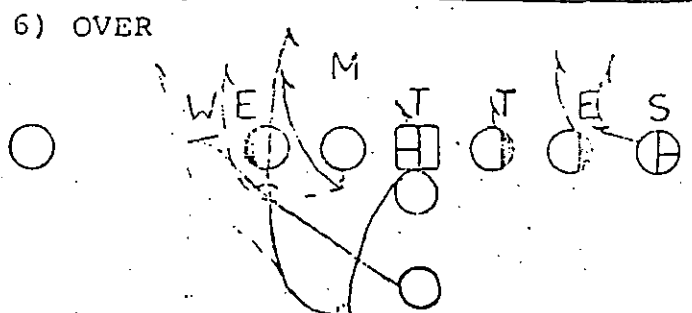
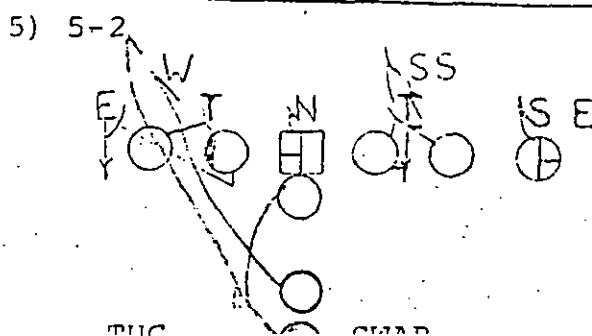
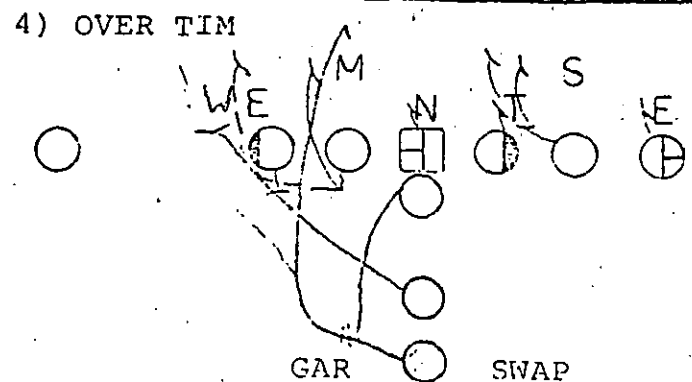
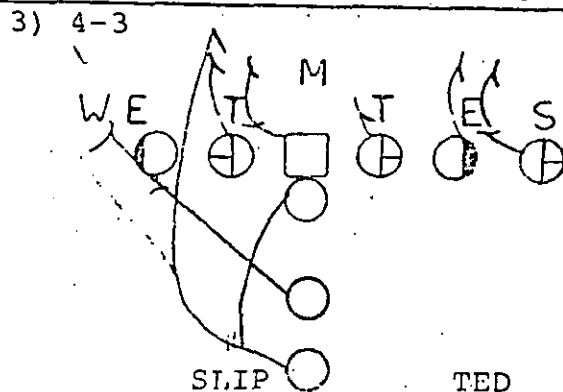
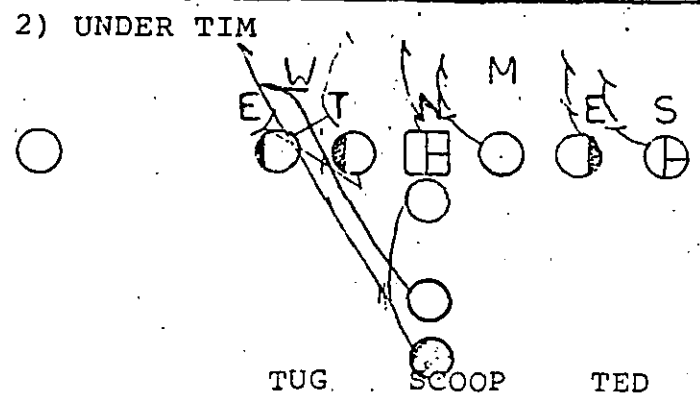
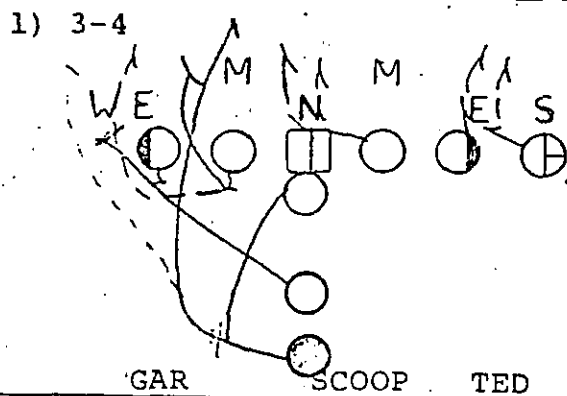
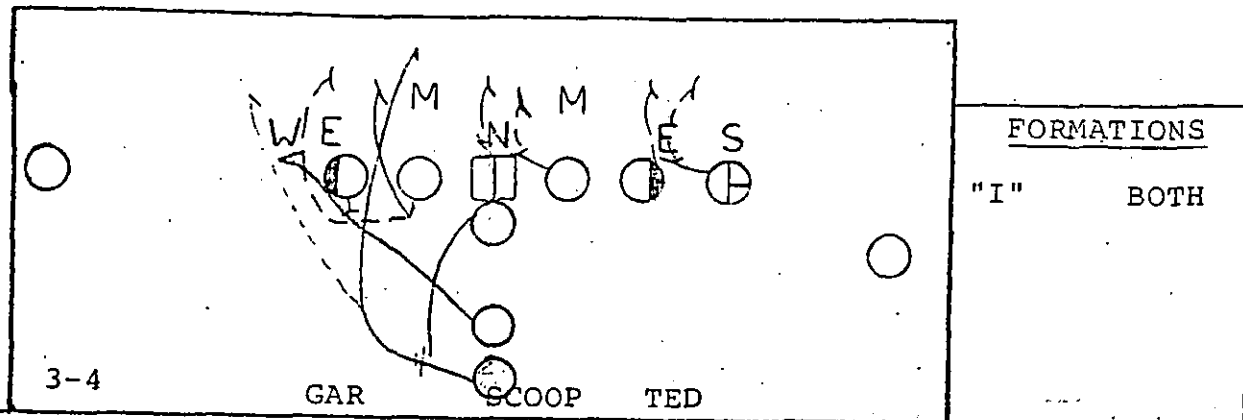
C #0 - Possible Scoop - Car - Slip - Fold

OFF G #1 - Possible Rim - Scoop - Gut - Swap - Fold

OFF T #2 - Possible Ted - Gut - Swap

"Y" ONSIDE - Easy release - Strong Safety (Alert Sam-2 adjustment)

OFFSIDE - #3 - Possible Ted



JAB 37-36 TRAP

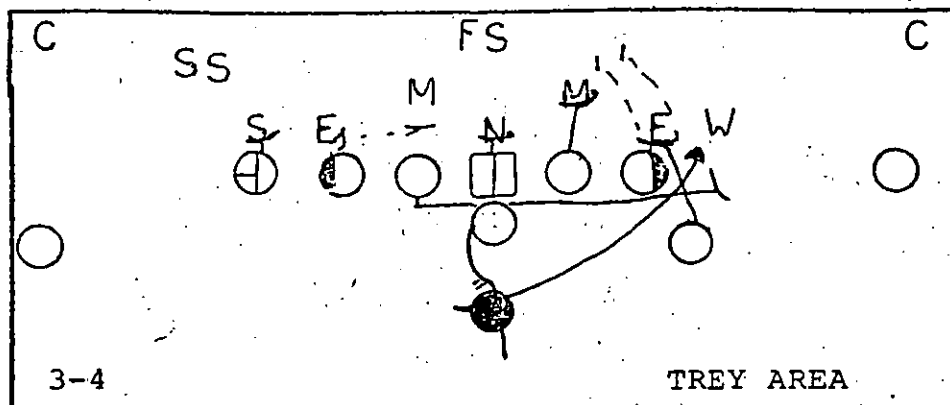
QB Reverse, over handoff to ball carrier.

BALL Jab step away, over handoff - drive at outside leg of
CARRIER Offensive Tackle - key block of trapping Guard.

REMAINING (2nd Tight End) Trey Area
BACK

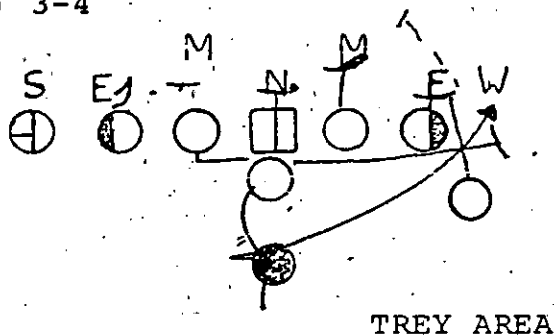
"Z" ONSIDE - First Force
OFFSIDE - Crossfield

"X" ONSIDE - First Force
OFFSIDE - Crossfield

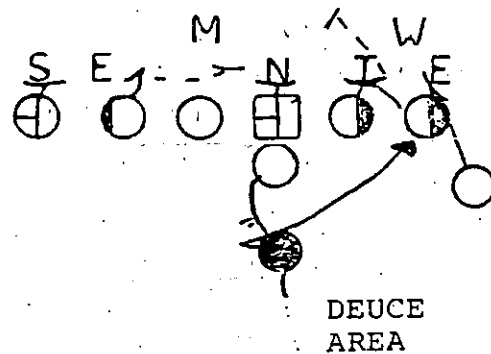


ADJUSTMENTS

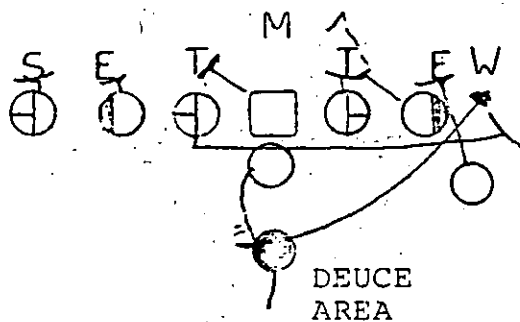
1) 3-4



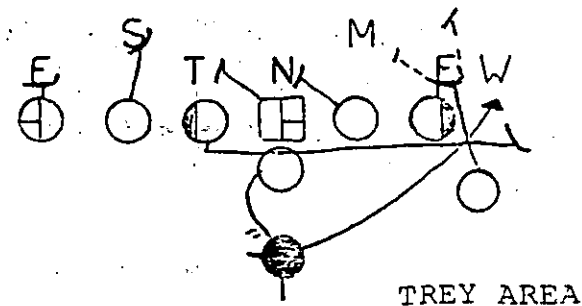
2) UNDER TIM



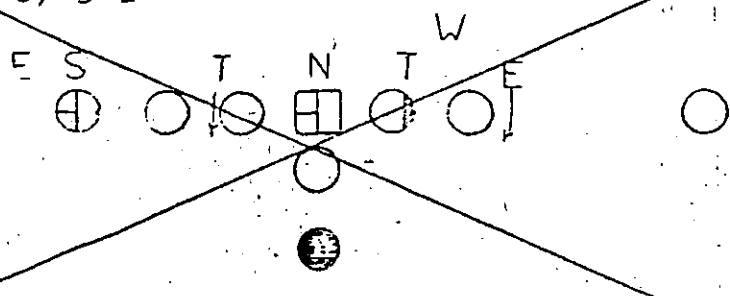
3) 4-3



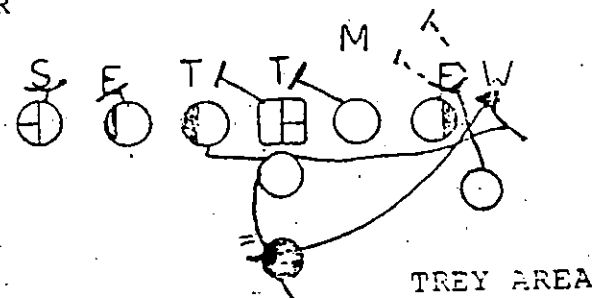
4) OVER TIM



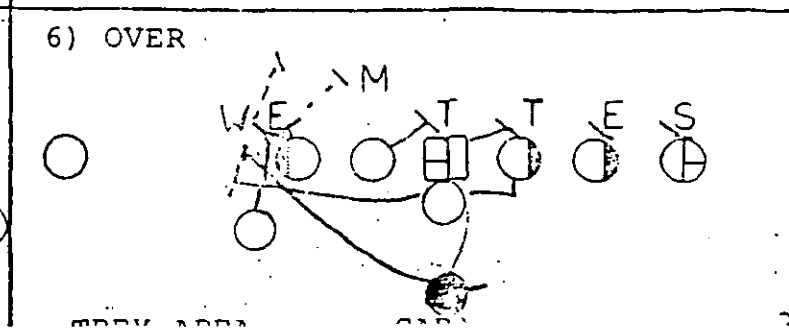
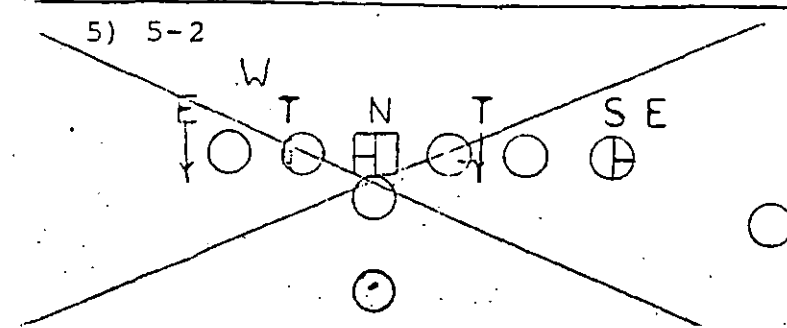
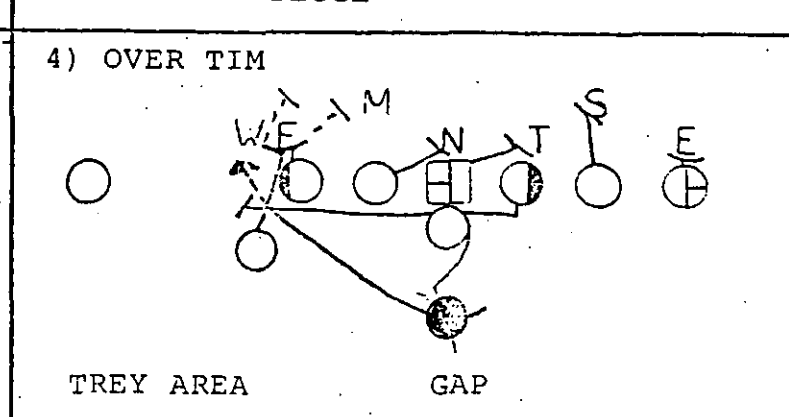
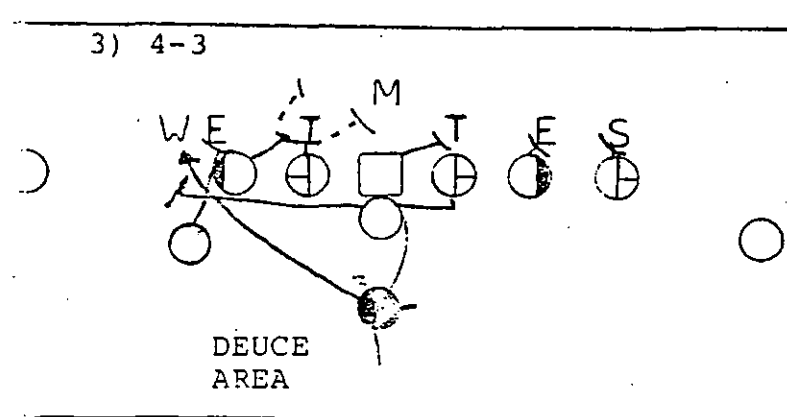
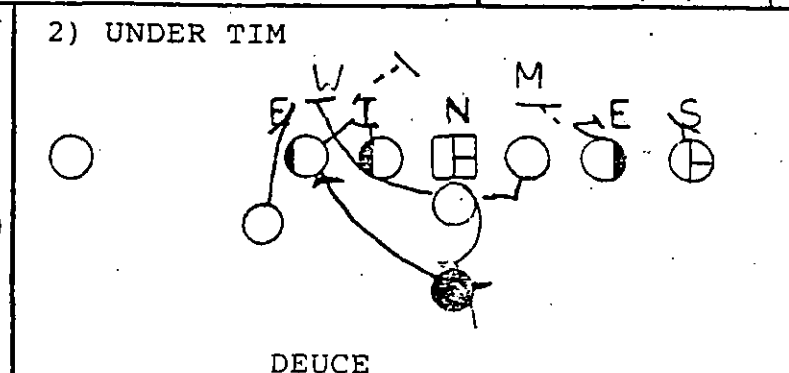
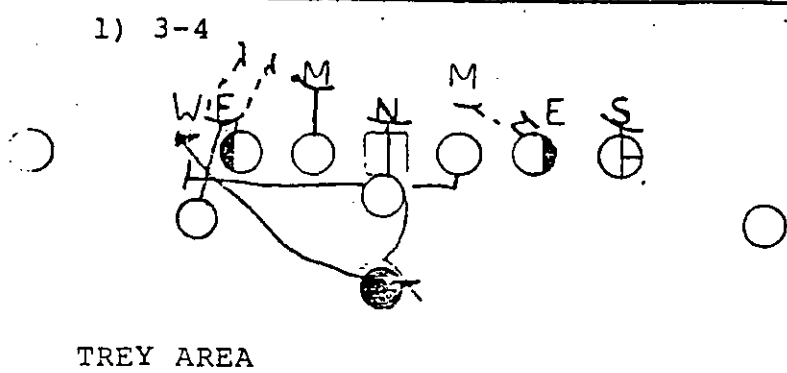
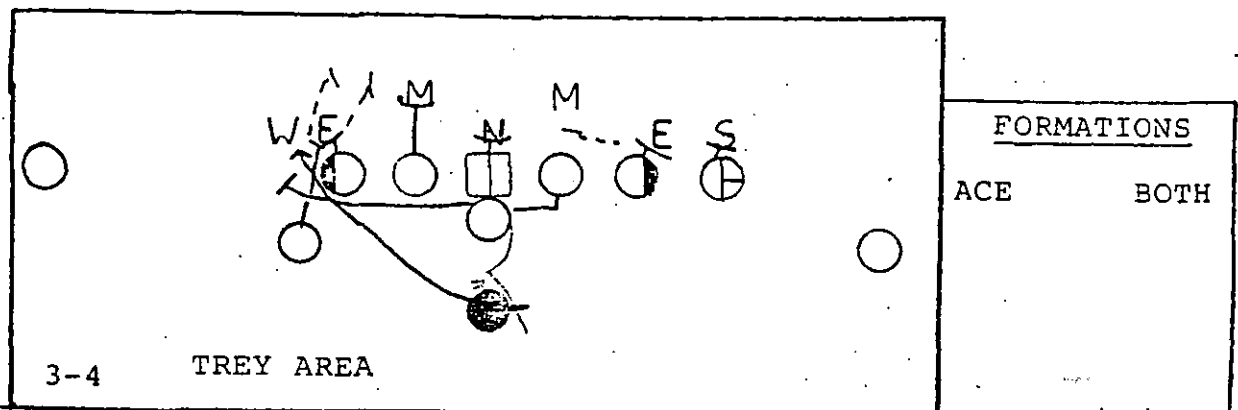
5) 5-2



6) OVER



"Y" #3



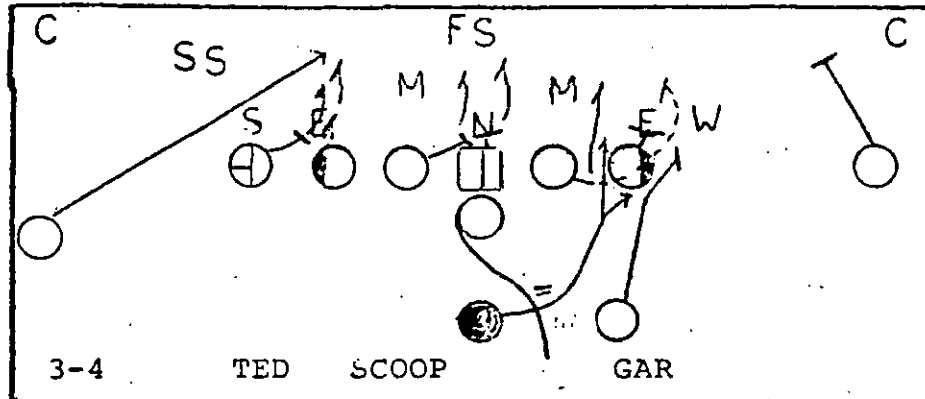
QB Reverse hand to ball carrier - (Belly - open hand to ball carrier)

BALL CARRIER Lead step - cross over - drive at the outside leg of the offensive Tackle - read block on defensive end.

REMAINING BACK Strongside - Sprint and establish flow to play side call.
Weakside - Drive at outside leg of tackle, block Will. Alert to "TIM" call.

"Z" ONSIDE - First Force
OFFSIDE - Crossfield

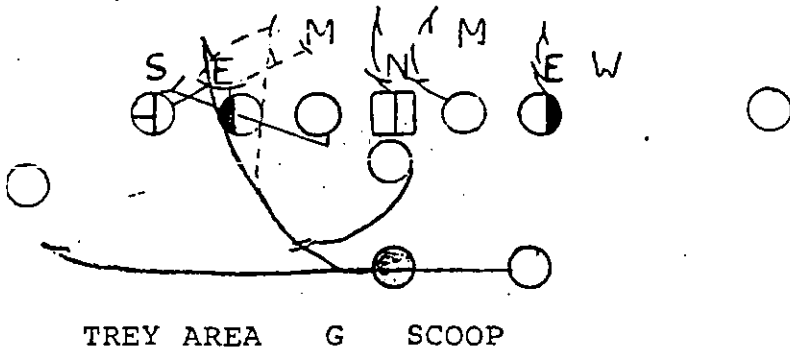
"X" ONSIDE - First Force
OFFSIDE - Crossfield



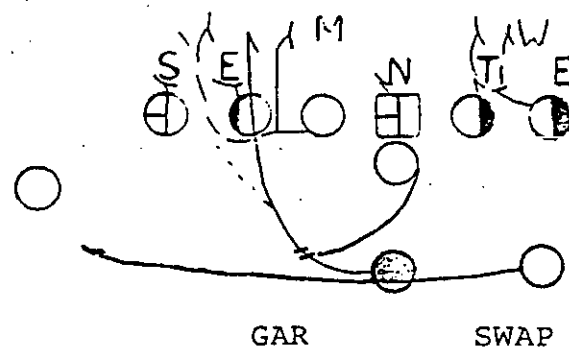
ADJUSTMENTS

SOLID
TIM

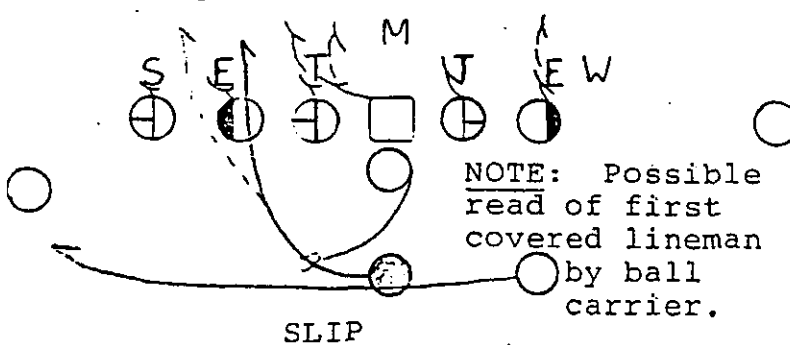
1) 3-4



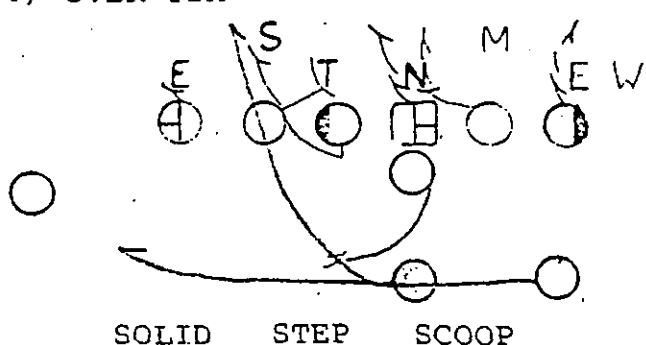
2) UNDER TIM



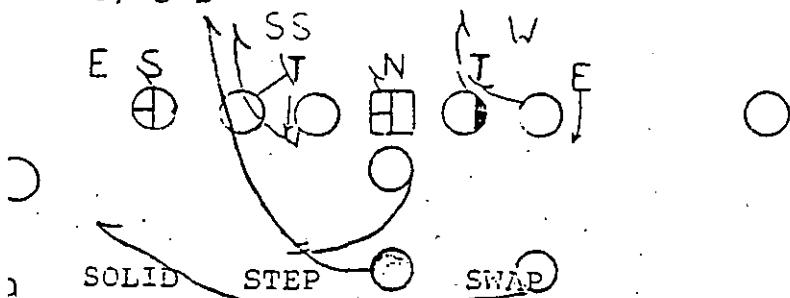
3) 4-3



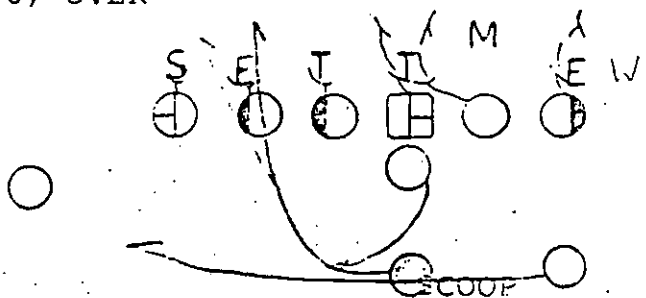
4) OVER TIM



5) 5-2



6) OVER



ON T #2 - Possible Trey Area - T; Vs. 4-3 = #2

G - "ODD" - #1; "EVEN" - #0 (Alert for "SOLID" Call)

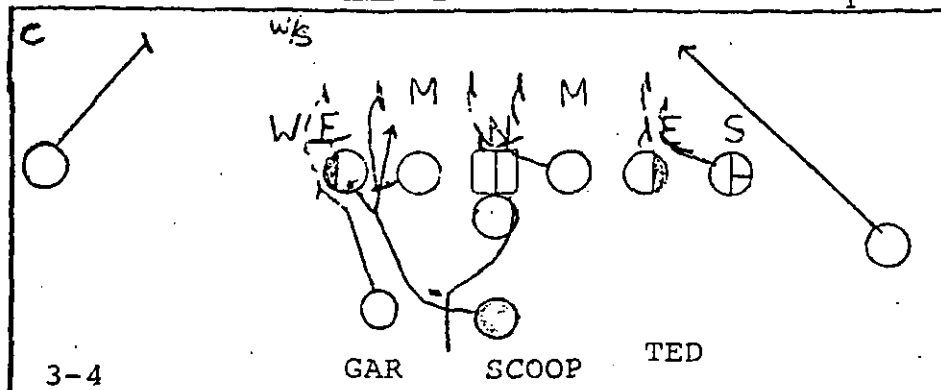
ON G #1 - Possible Gar - G; Vs. 4-3 = #1 - Possible G - Slip
(Alert for "SOLID" call)

C #0 - Possible Scoop. Vs. 4-3 = #0. G - "ODD" - #1; "EVEN" - #0.
Possible Slip

OFF G #1 - Possible Scoop - Rim - Swap.

OFF T #2 - Possible Ted - Swap

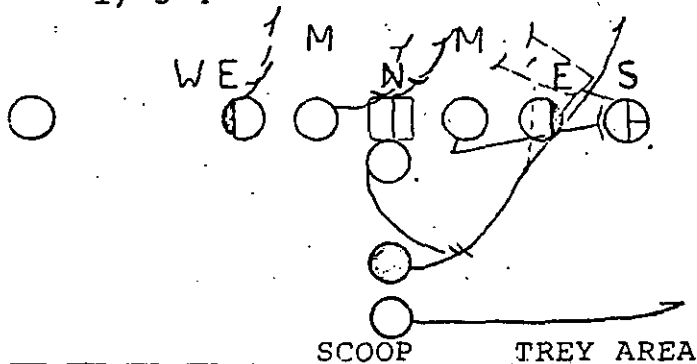
"Y" #3 - Possible Ted; ONSIDE - Possible Trey Area- (Six alignment by
end man on LOS
call "SOLID".



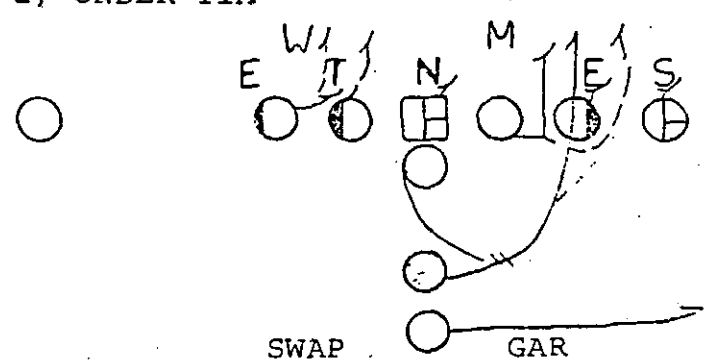
FORMATIONS

"I" - STRONGSID
FAR - BOTH
NEAR- STRONGSID
FULL- BOTH
ACE - BOTH

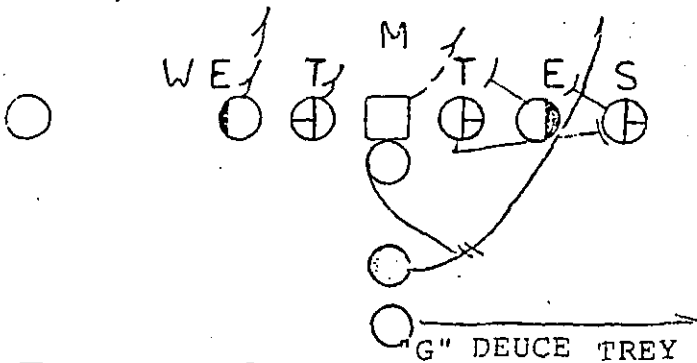
1) 3-4



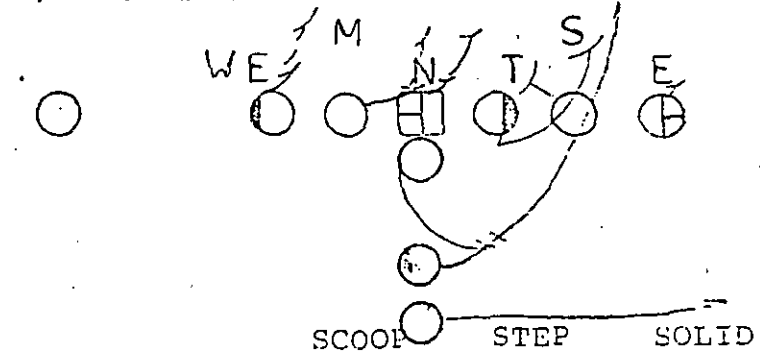
2) UNDER TIM



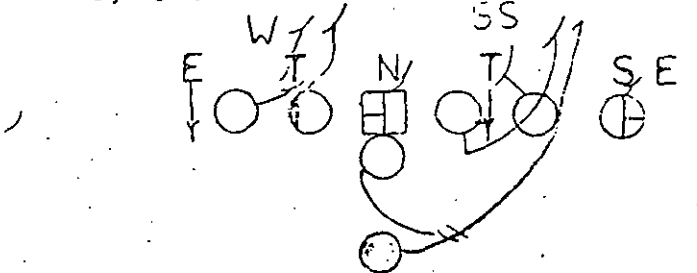
3) 4-3



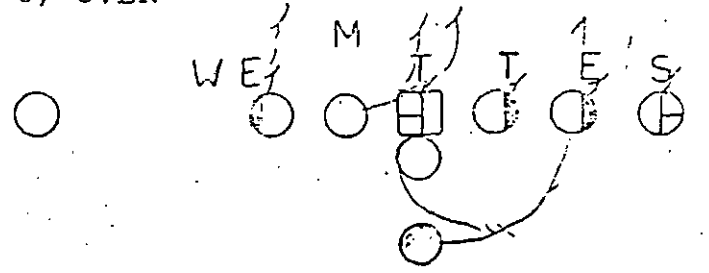
4) OVER TIM



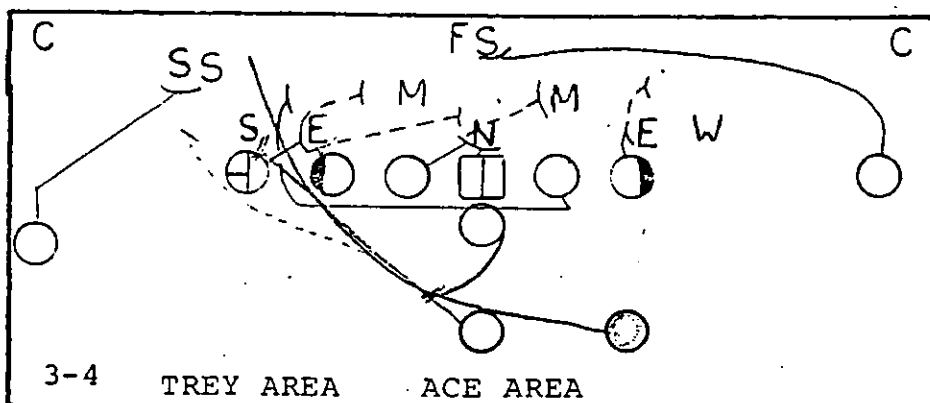
5) 5-2



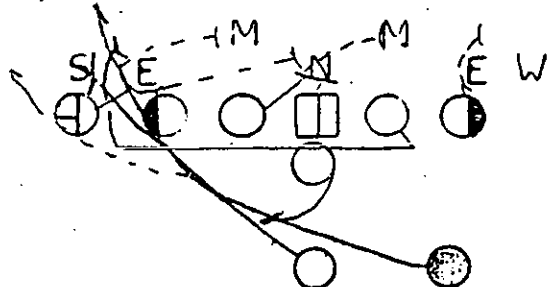
6) OVER



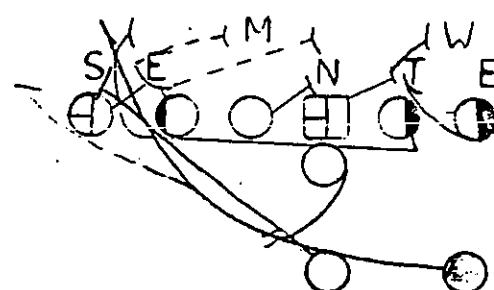
QB Reverse, hand to ball carrier.
 BALL Drive on slight angle to L.O.S. for handoff - follow off
 CARRIER Guard. Be alert to "SOLID" call.
 REMAINING Drive at outside leg of onside Tackle - block end man inside-
 BACK out.
 "Z" First Force
 "X" Crossfield



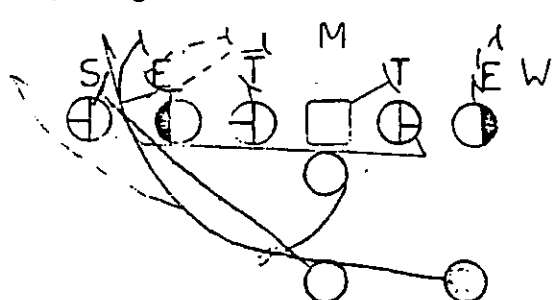
1) 3-4



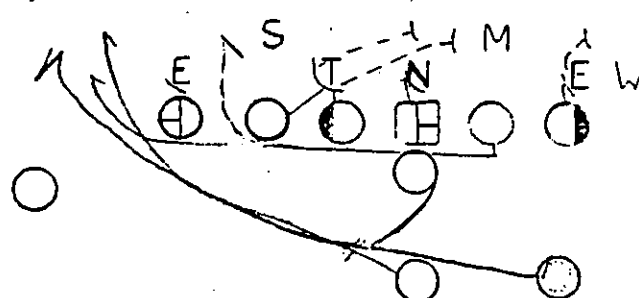
2) UNDER TIM



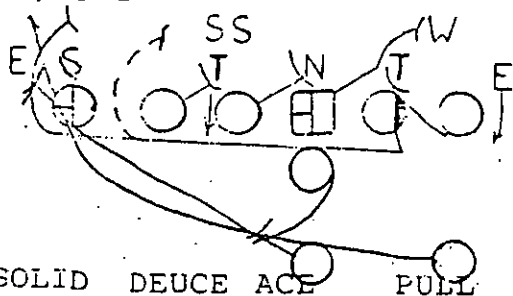
3) 4-3



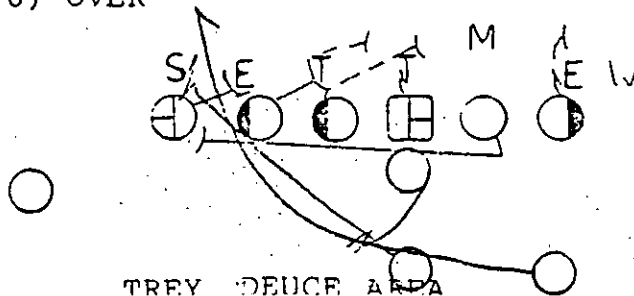
4) OVER TIM



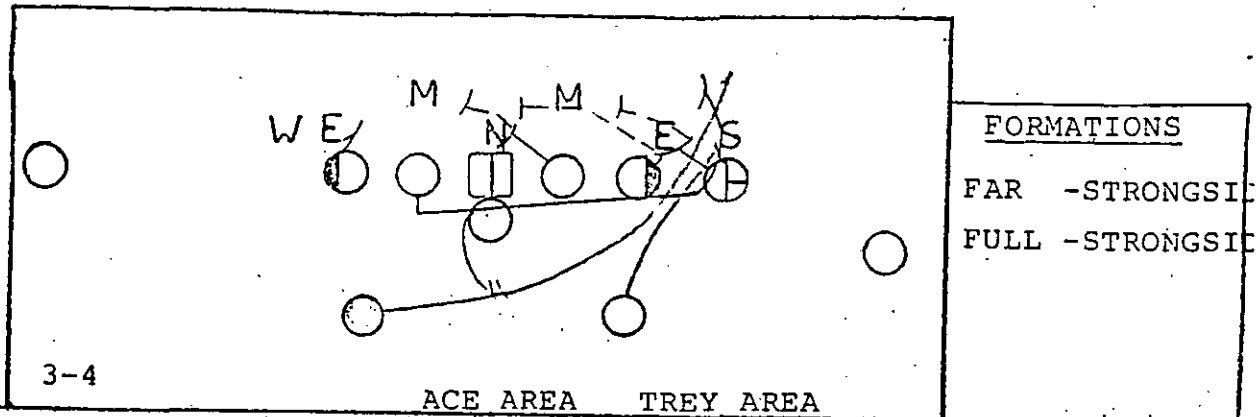
5) 5-2



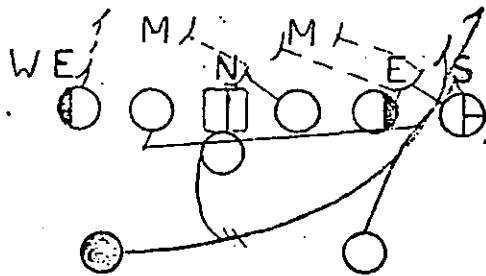
6) OVER



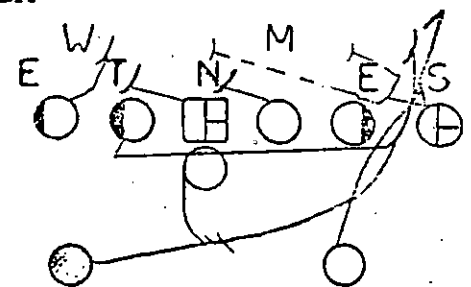
- ON T Trey Area - possible Deuce Area.
- ON G #1 - Ace Area vs. Bubble - Possible Gap.
- C #0 - "Pull" call, Wheel on #1 - No call, block back on #1 - Ace area vs. bubble - possible "Gap" call.
- OFF G Pull and seal 7/6 hole (Alert for "SOLID" call).
- OFF T #2 - Pull and seal 0 hole.
- "Y" Trey Area - 6 alignment of end man on LOS call "SOLID" - Deuce Area #2.



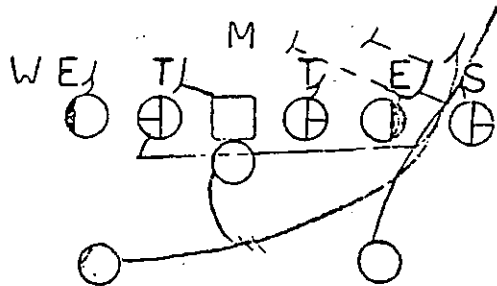
1) 3-4



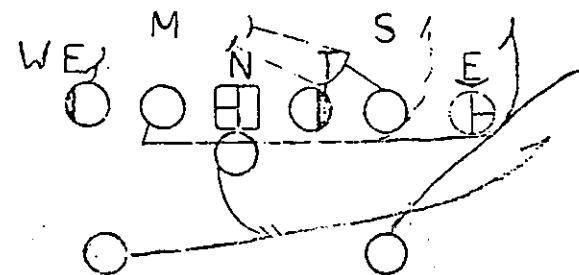
2) UNDER TIM



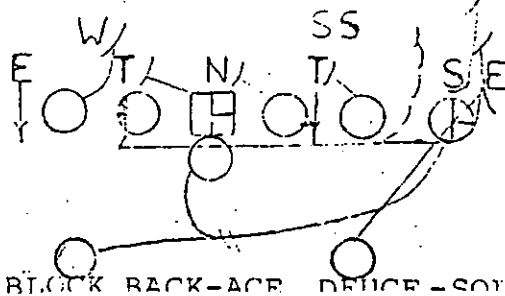
3) 4-3



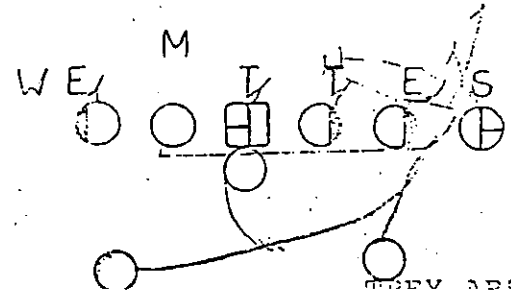
4) OVER TIM



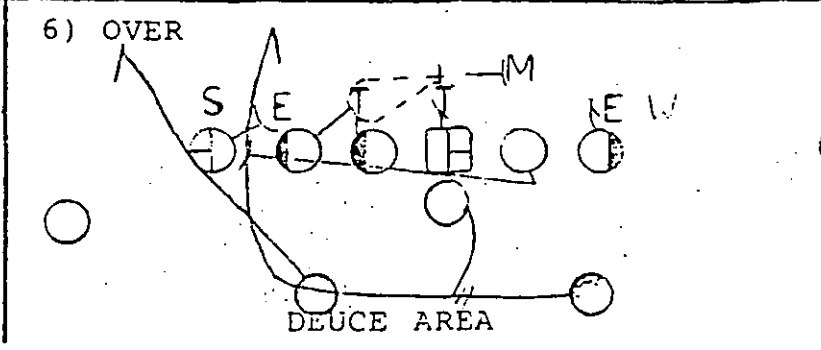
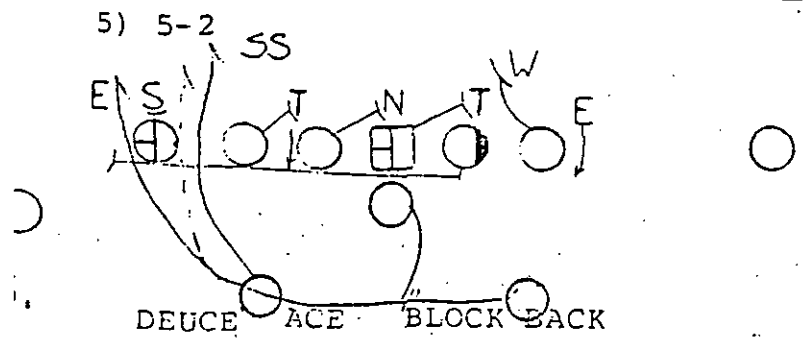
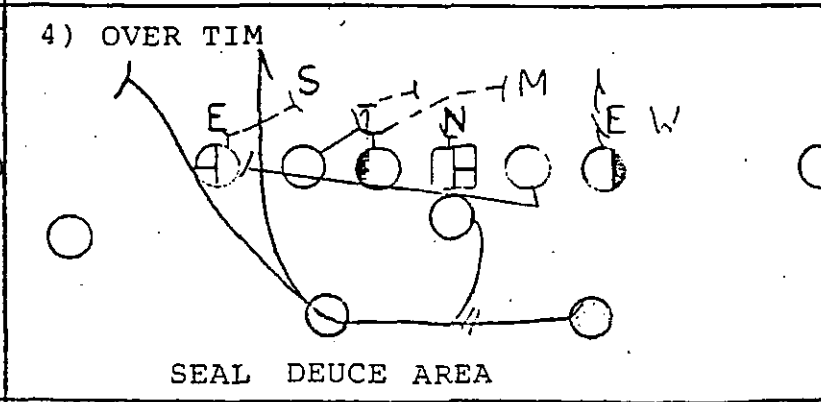
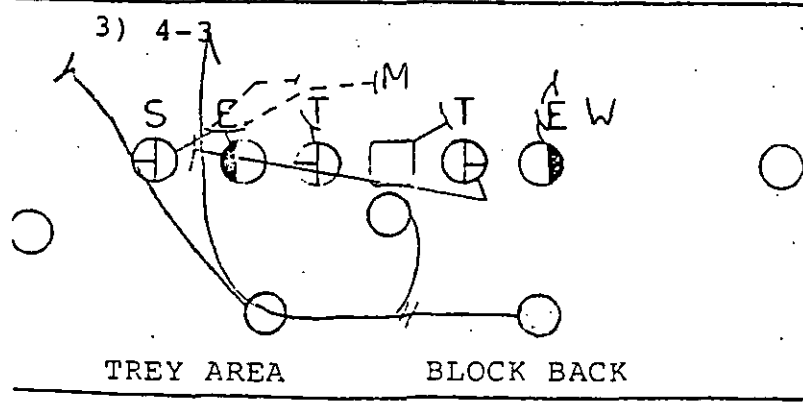
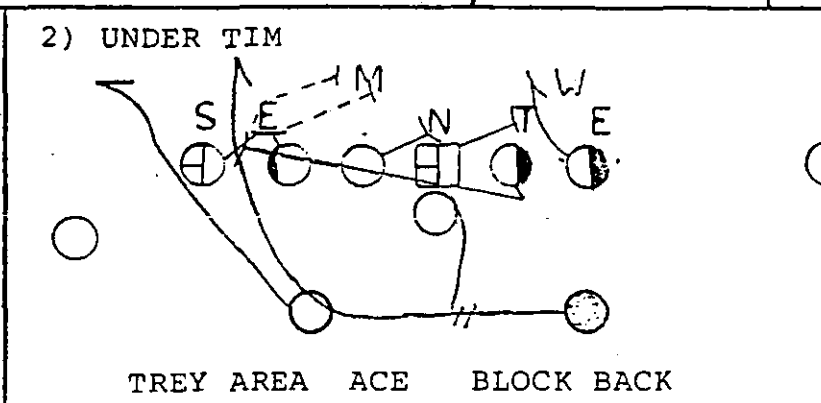
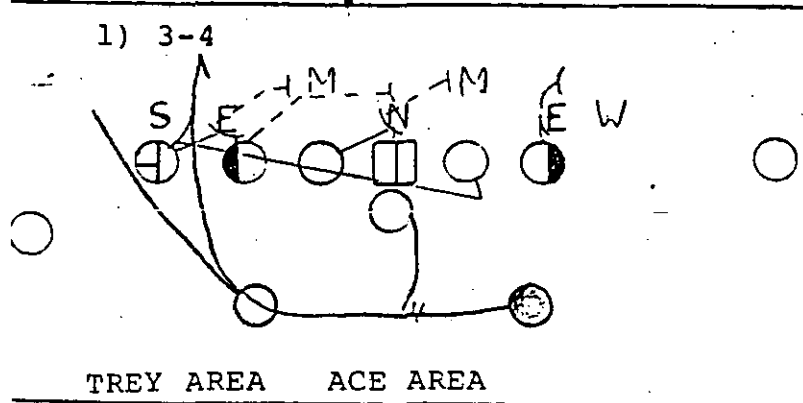
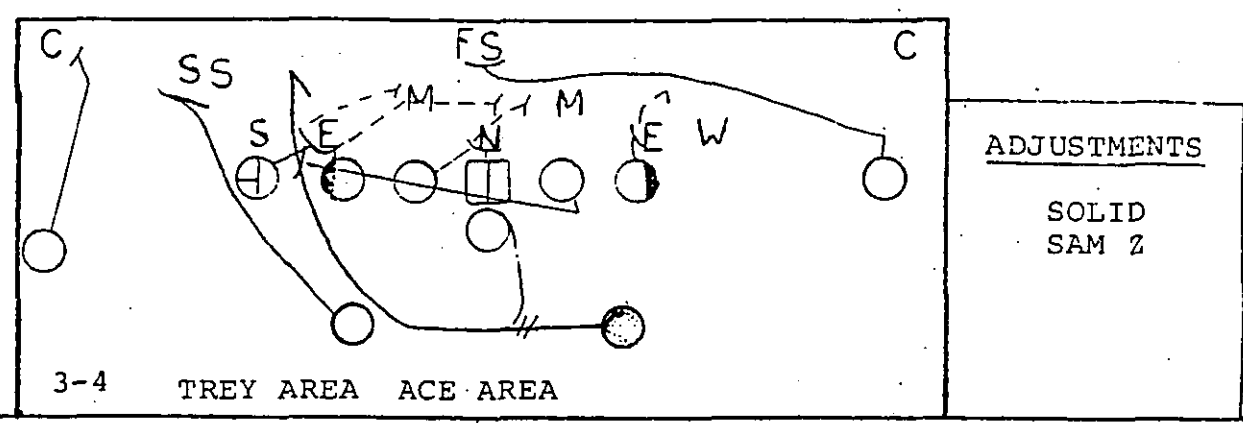
5) 5-2



6) OVER



- QB Reverse - hand to ball carrier.
- BALL CARRIER Run parallel to line of scrimmage for handoff - cut behind block of trapping Guard. Be alert to "SOLID" call.
- EMAINING BACK Drive at outside leg of end man - go outside - block force. Be alert to Sam-2 adjustment.
- "Z" Second force
- "X" Crossfield



ON T Trey Area - Possible Deuce area. Alert "SOLID" call, block defensive end.

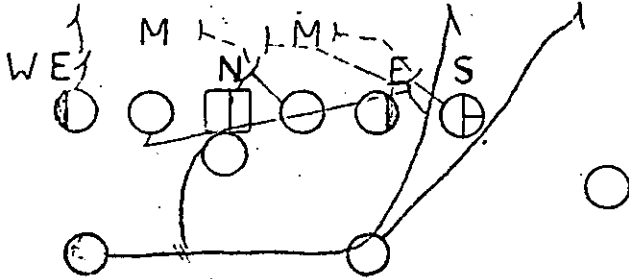
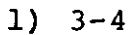
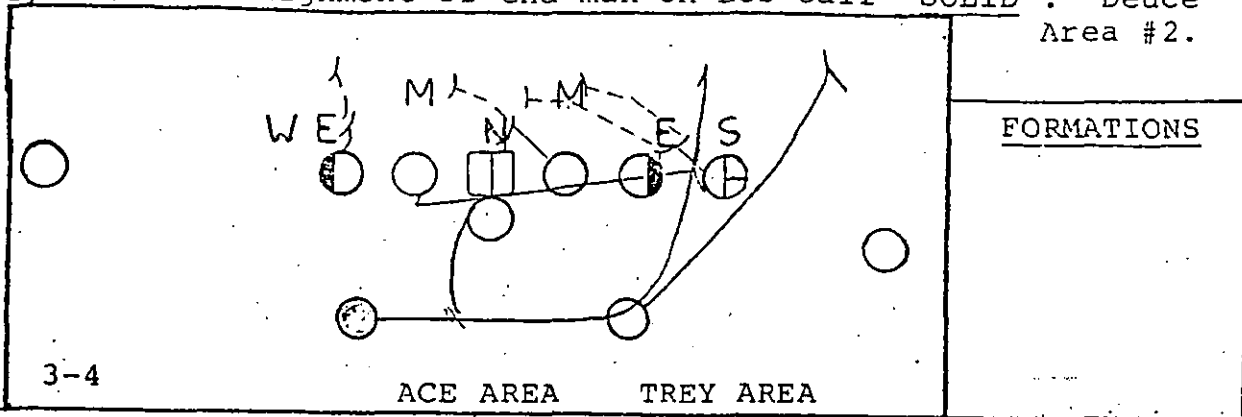
ON G #1 - Possible Deuce - Ace area vs. bubble - Possible Gap.

C #0 - "Pull" call, Wheel on #1 - no call, block back on #1 -
Ace area vs. bubble - Possible "Gap" call.

OFF G Pull and trap end man on the line of scrimmage. Alert for
"SOLID" call - alert for Sam-Z adjustment.

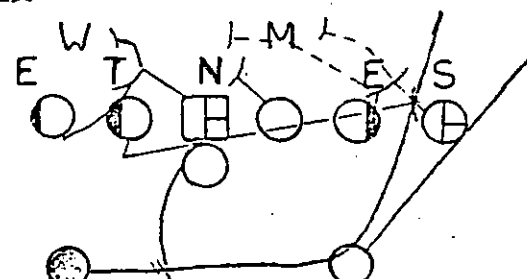
OFF T #2 - Pull call, Pull and seal 0 hole.

"Y" Trey area. 6 alignment of end man on LOS call "SOLID". Deuce
Area #2.



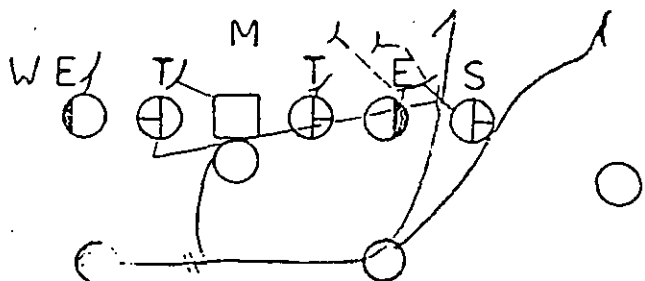
ACE AREA TREY AREA

2) UNDER TIM



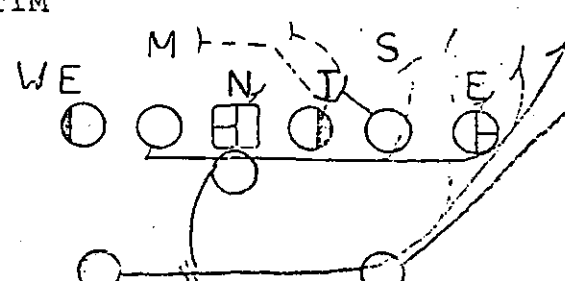
PULL ACE TREY AREA

3) $4-3$



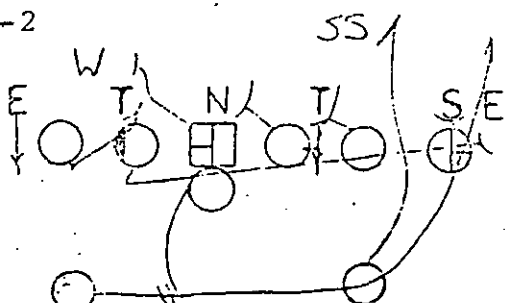
BLOCK BACK TREY AREA

4) OVER TIM

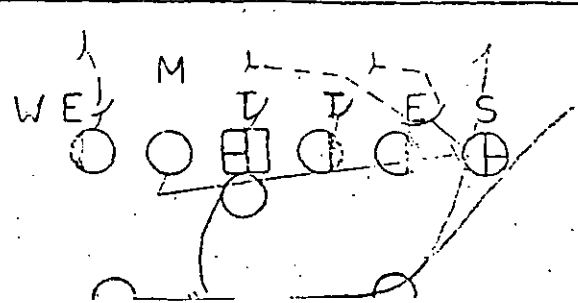


DEUCE AREA SOLII

5) $5-2$

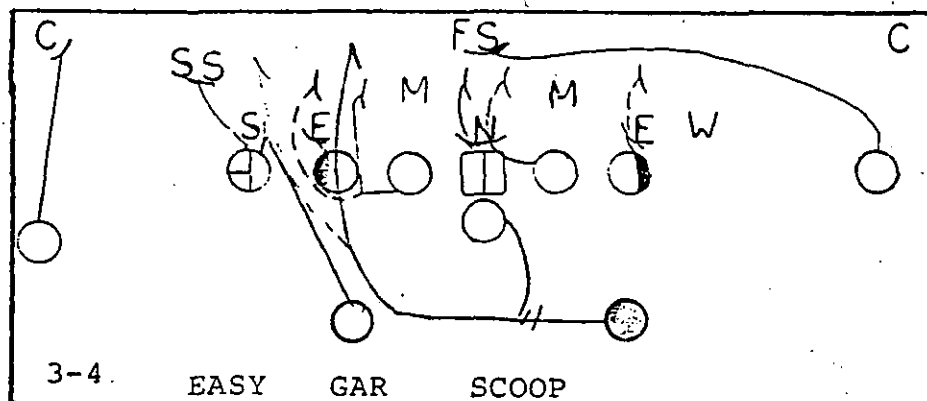


6) OVER



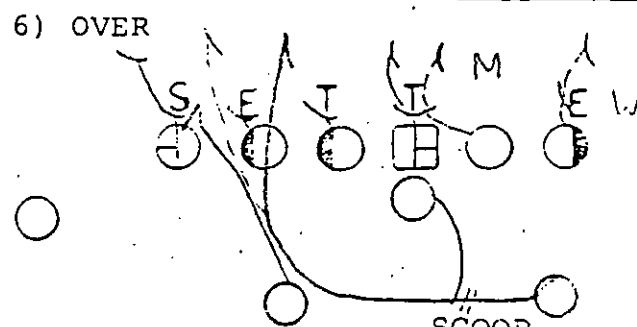
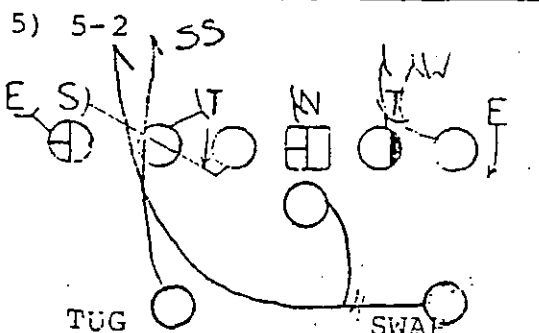
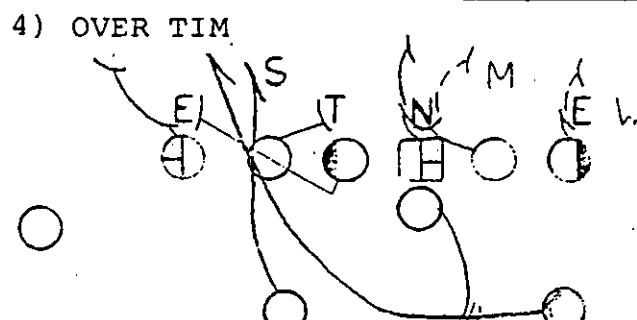
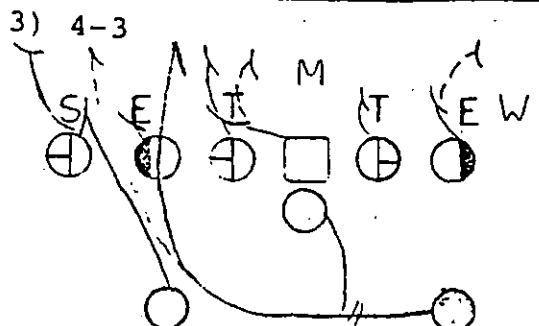
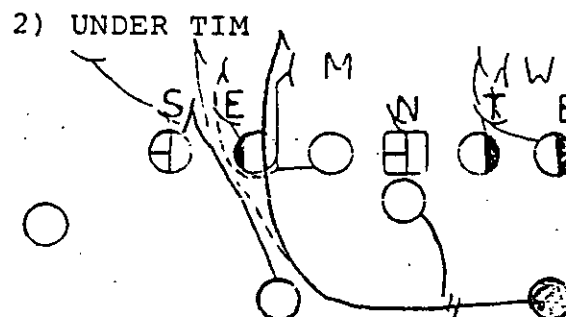
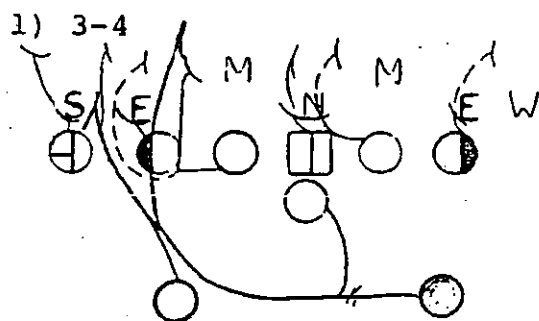
QB Reverse - hand to ball carrier.
 BALL Come across backfield - key block on the defensive end.
 CARRIER Be alert to "TIM" call - think inside.
 EMANING Drive at the outside leg of offensive Tackle. Block outside
 BACK linebacker. Be alert to "TIM" call. Alert Sam-Z adjustment.
 "Z" Second Force
 "X" Crossfield

NOTE: Halfback is always ball carrier.



ADJUSTMENTS

TIM



ON T #2 - Vs. Tim, call "TIM" - possible Tug, Step or Man.

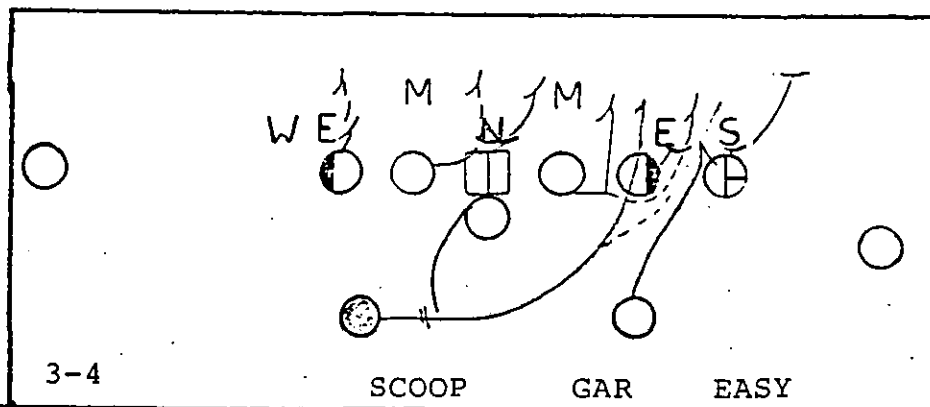
ON G #1 - Possible Slip - Gar. "Tim" called - possible Tug, Step or Man.

C #0 - Possible Slip - Scoop.

OFF G #1 - Rim - Scoop - Swap.

OFF T #2 - Possible Swap

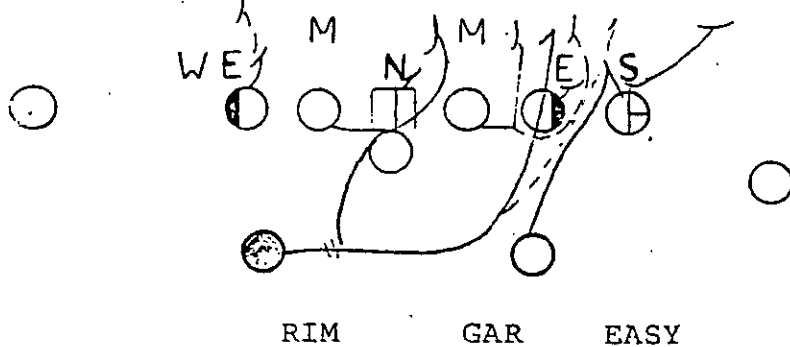
"Y" ONSIDE - Easy release - Strong Safety, Alert Sam-Z adjustment.



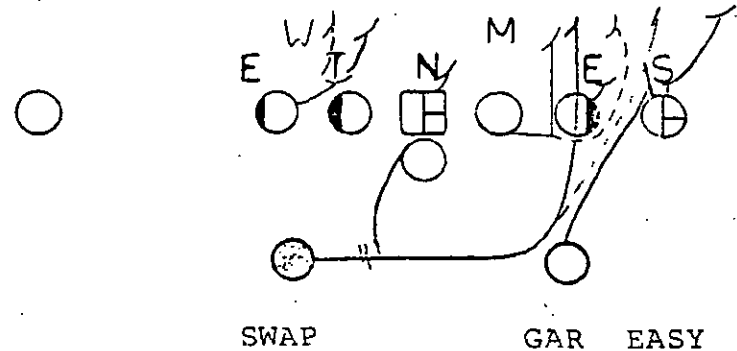
FORMATIONS

FULL STRONG

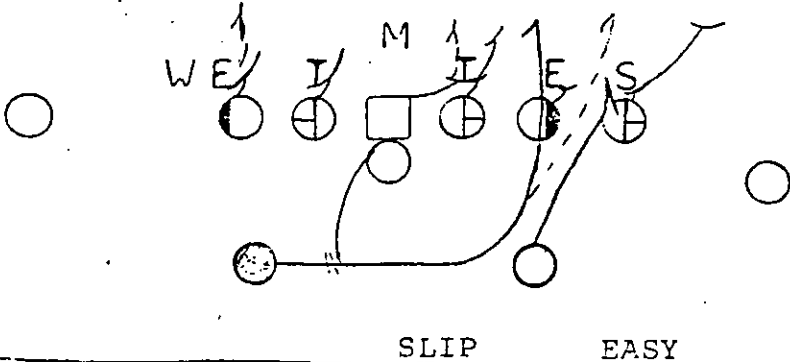
1) 3-4



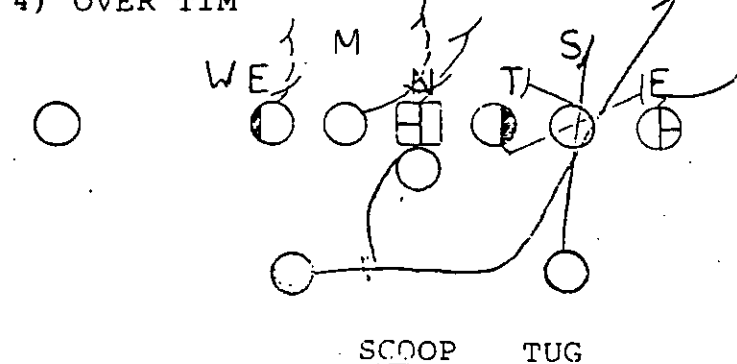
2) UNDER TIM



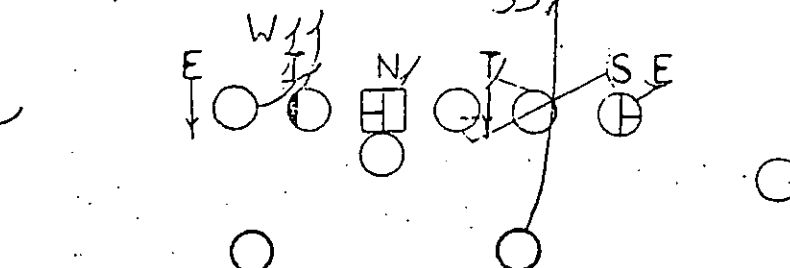
3) 4-3



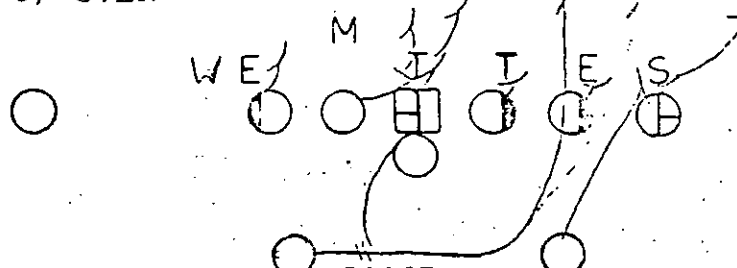
4) OVER TIM



5) 5-2



6) OVER



MASTER LIST (4-5 HOLE)

AUDIBLE CALL

24-25 ROLL TRAP	24-25
34-35 INFLUENCE	34-35
COUNTER 45-44 PART	
44-45 TRAP	44-45
55-54 LEAD ACE	55-54

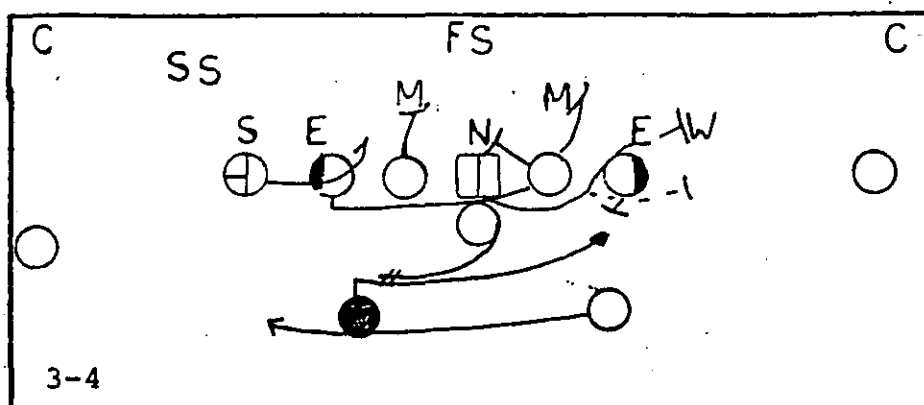
QB Reverse, sprint to roll trap over handoff; triple formation, under handoff.

BALL ARRIER Lead step with outside foot, hesitate, sprint toward hole as you get the ball.

REMAINING BACK Sprint and fake away from call.

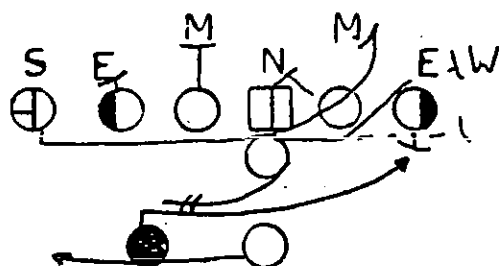
"Z" Crossfield

"X" First Force



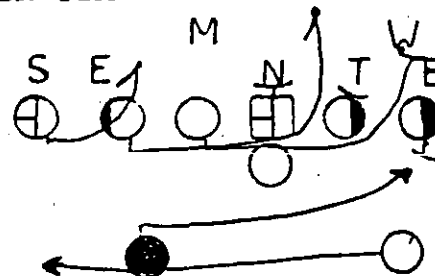
ADJUSTMENTS

1) 3-4 (TOM ADJUSTMENT)

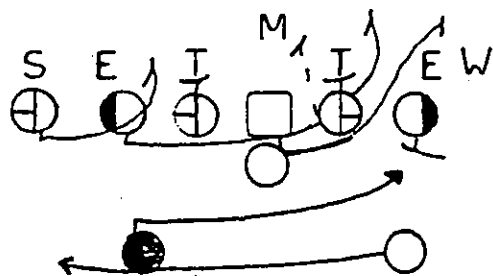


NEAR

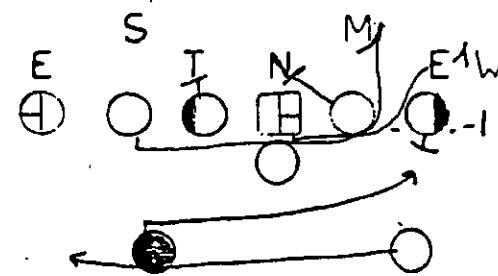
2) UNDER TIM (UNDER TIM ADJUSTMENT)



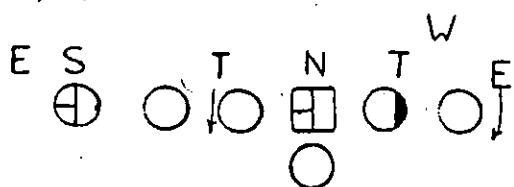
3) 4-3



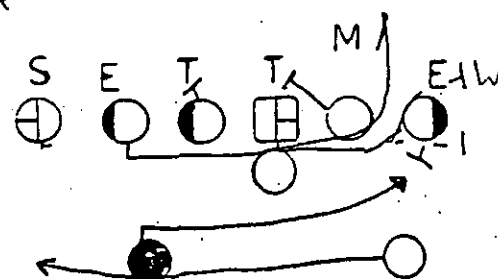
4) OVER TIM



5) 5-2

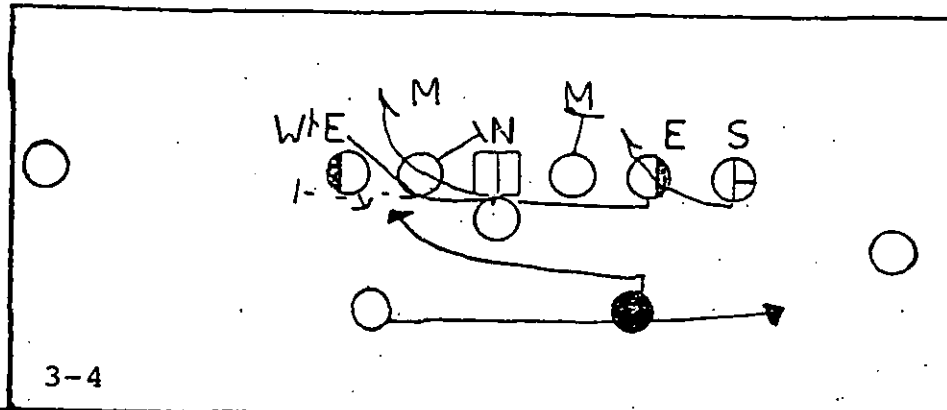


6) OVER



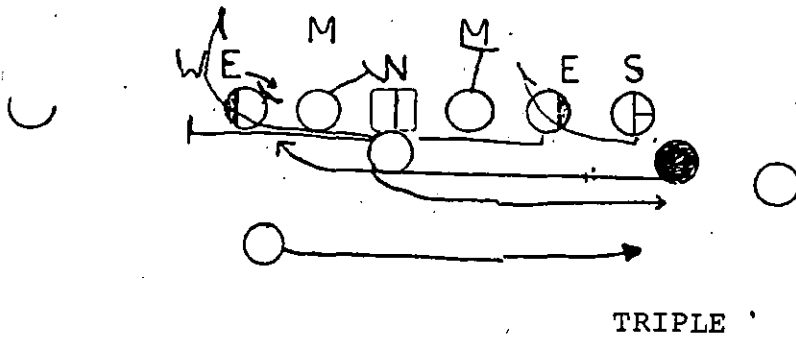
24-25 ROLL TRAP

ON T #2 - Pass Set Technique
 ON G #1 - Vs. 3-4, #0
 C Set, pull and block Will.
 OFF G #1 - Under Tim Adjustment
 OFF T Pull, block Mike; Tom Adjustment #2.
 "Y" Pull, block #2; Tom Adjustment, pull, block Mike.

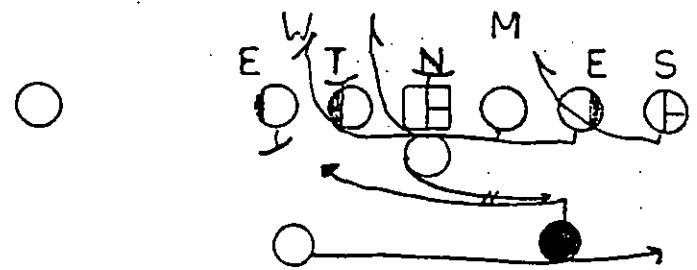


FORMATIONS
 FULL WEAKSIDE
 NEAR WEAKSIDE
 TRIPLE WEAKSIDE

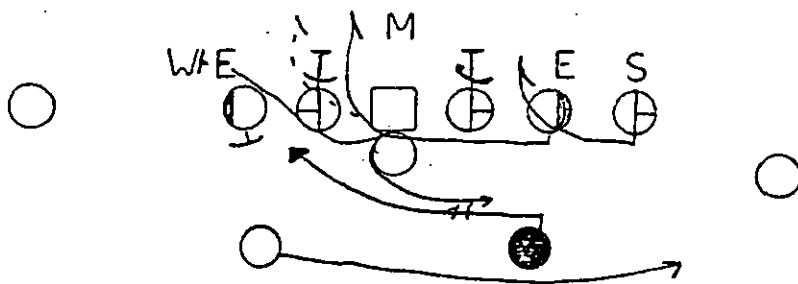
1) 3-4



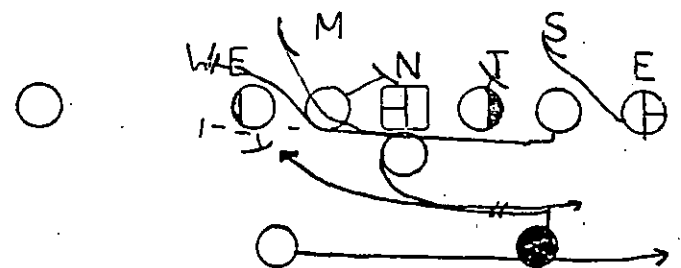
2) UNDER TIM (TIM ADJUSTMENT)



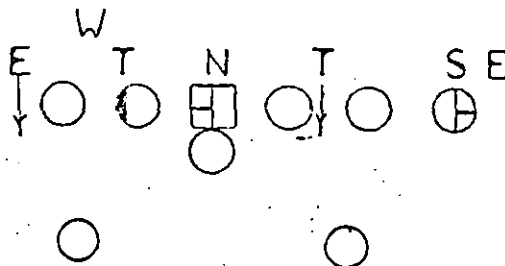
3) 4-3



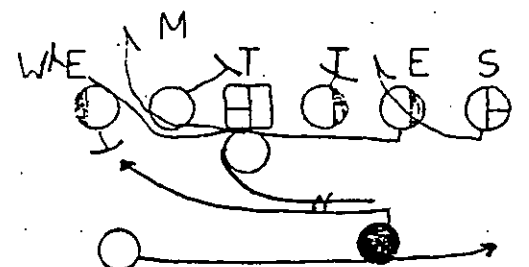
4) OVER TIM



5) 5-2



6) OVER



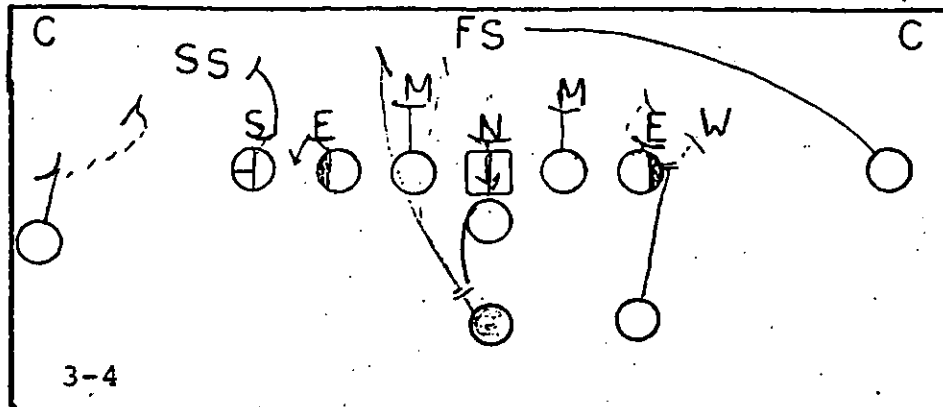
QB Open - hand to ball carrier

BALL CARRIER Drive at outside leg of Guard - Guard covered, run to daylight.
Bubble - key block on Mike.

REMAINING BACK Drive at inside leg of offside Tackle - DO-DAD with Tackle.

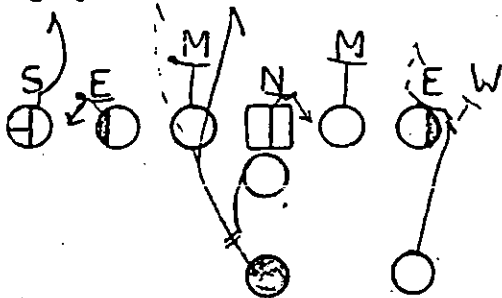
"Z" First Force

"X" Crossfield

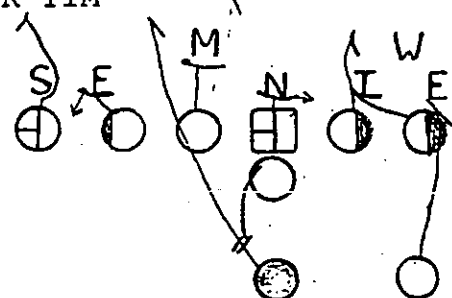


ADJUSTMENTS

1) 3-4

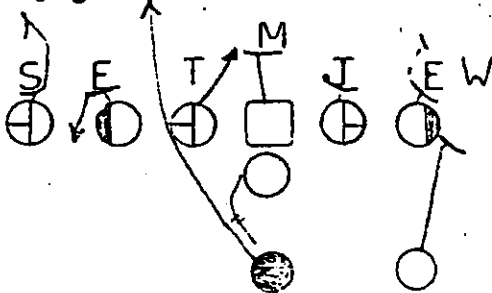


2) UNDER TIM



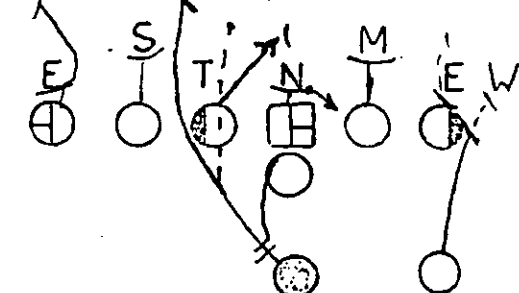
SWAP

3) 4-3



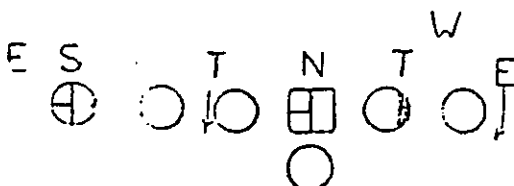
ODD TRACK

4) OVER TIM

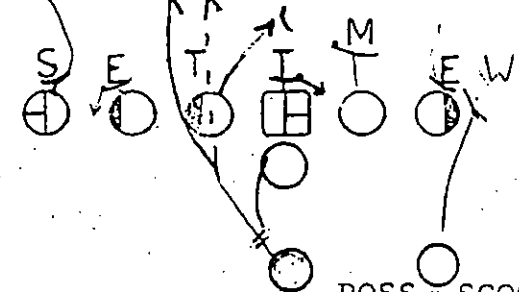


POSS. SCOOP

5) 5-2



6) OVER



POSS. SCOOP

35-34 INFLUENCE

ON T #2 - Possible Hook Influence - Possible "T".

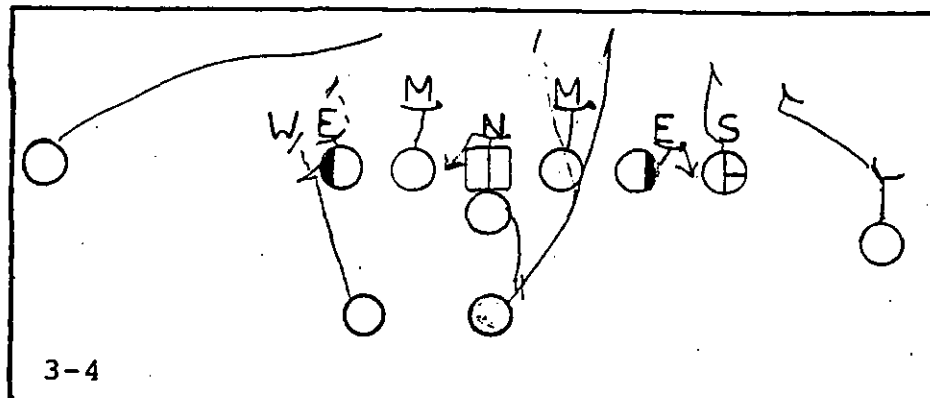
ON G #1 - Vs. Bubble - outside shoulder of Mike; Covered - run odd 3-2 Hole trap track.

C #0 INFLUENCE - Possible Scoop.

OFF G #1 - Possible Swap. Possible Scoop.

OFF T #2 - Possible Do-dad - possible Swap.

"Y" #3 - Hard inside release, block strong safety - Possible "T".



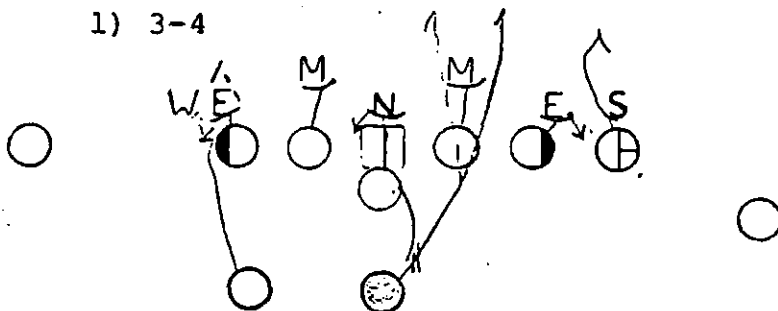
FORMATIONS

"I" STRONGSIDE

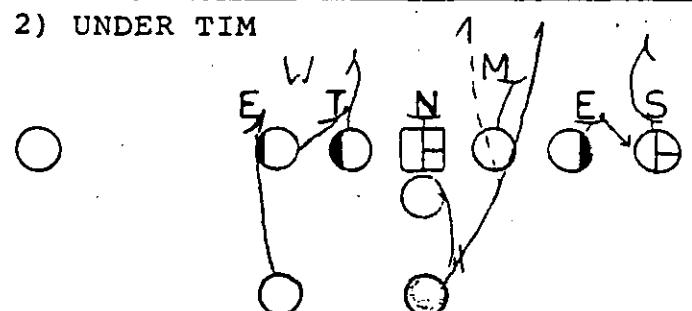
FAR STRONGSIDE

ACE BOTH

1) 3-4

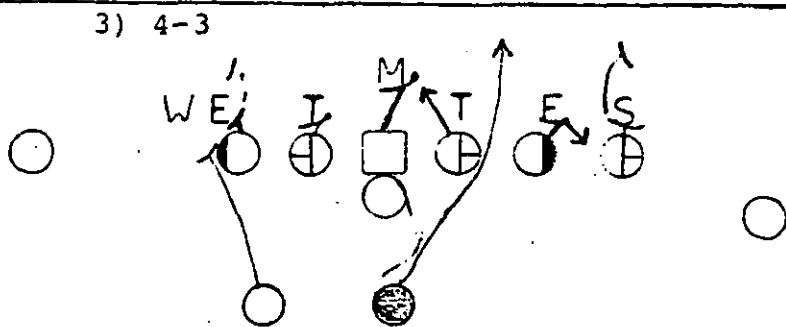


2) UNDER TIM



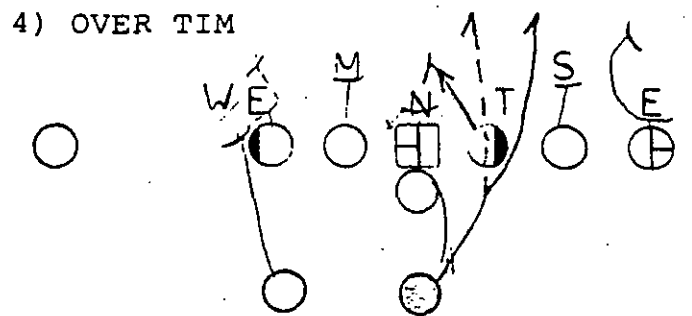
SWAP

3) 4-3



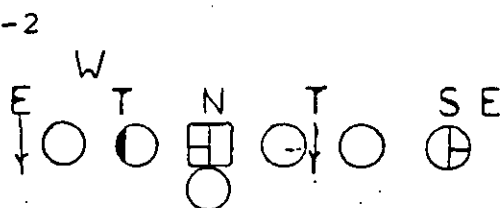
3 HOLE ODD TRAP TRACK

4) OVER TIM

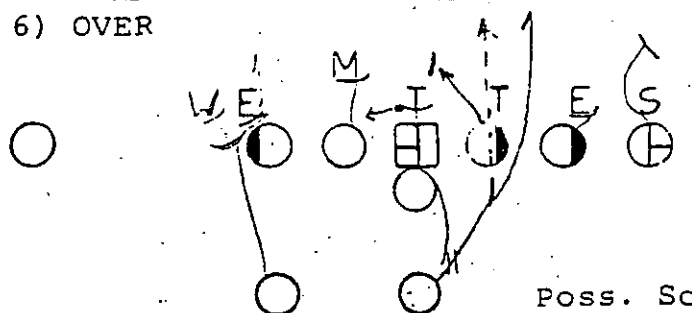


Poss. Scoop

5) 5-2



6) OVER



Poss. Scoop

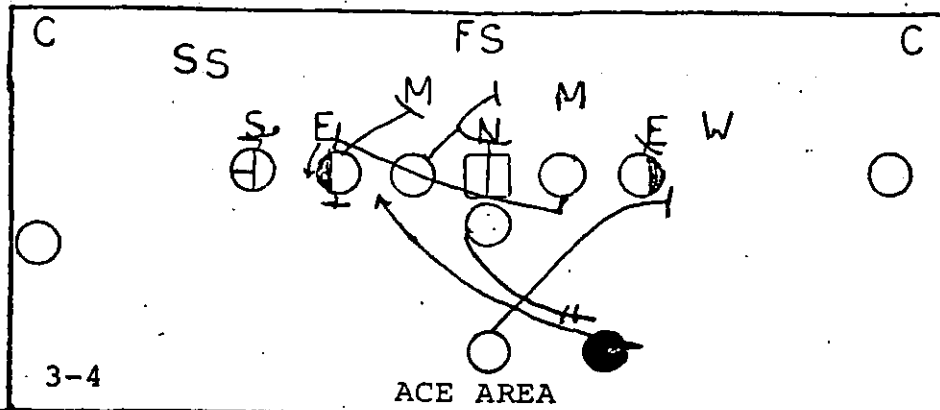
QB FAR - Reverse, (get depth) under handoff to ball carrier.
 "I" - Reverse, over handoff to ball carrier.

BALL
 CARRIER FAR - Jab step away from play call (to allow Remaining Back
 to clear) Sprint for under handoff - run to daylight.
 "I" - Drive offside (2 steps) for over handoff.

REMAINING
 BACK Drive at outside leg of offensive Tackle - DO-DAD.

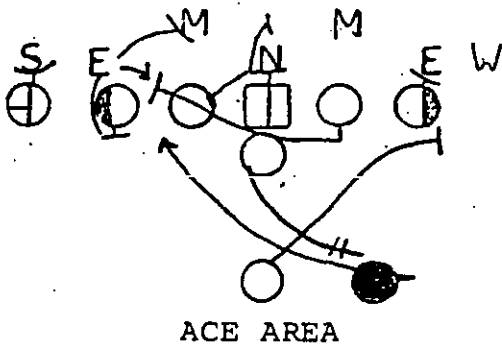
"2" First force

"X" Crossfield

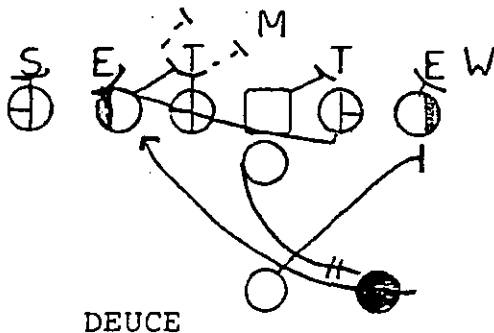


ADJUSTMENTS
 TIM = Possible
 Tackle Trap

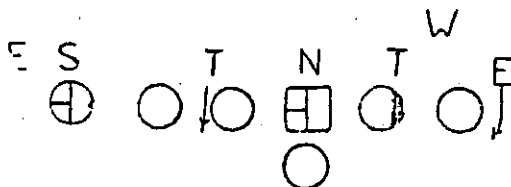
1) 3-4



3) 4-3

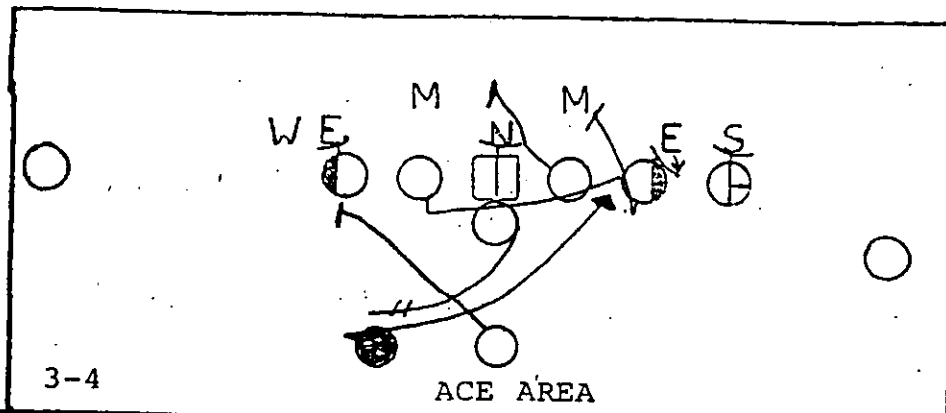


5) 5-2



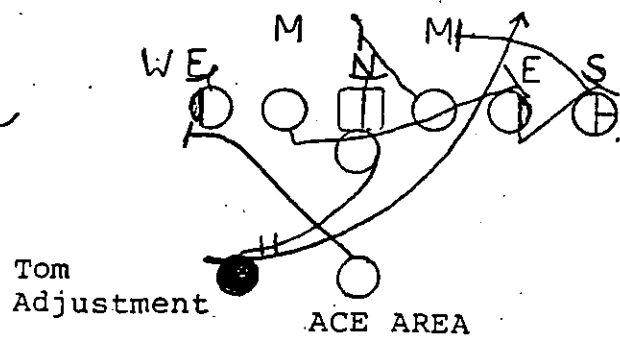
COUNTER 45-44 PART

- ON T #1 - Set influence vs. Bubble - Tom adjustment, block end man.
- ON G Vs. 3-4, Ace Area - possible Gap; Vs. 4-3, Deuce Area
- C Vs. 3-4, Ace Area - possible Gap; Vs. 4-3, #1 offside.
- OFF G Pull, trap 5/4 area. Vs. Under - Possible #1.
- OFF T #2 - Possible Do-Dad; Vs. Under - Possible Tackle Trap.
- "Y" #3 - Tom adjustment, block first inside linebacker.

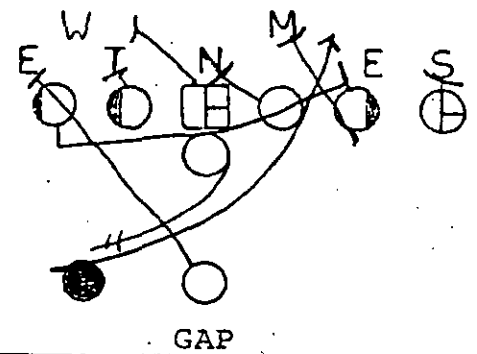


FORMATIONS
FAR STRONGSIDE
"I" STRONGSIDE

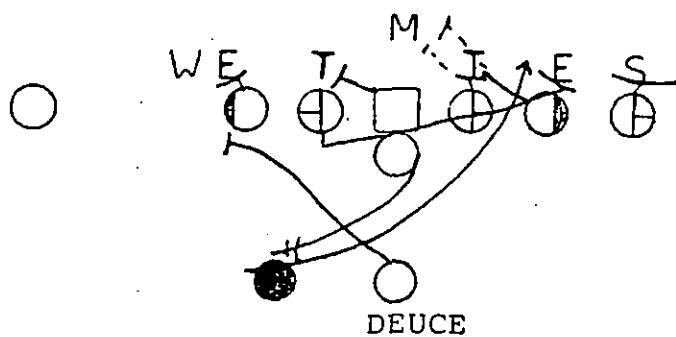
1) 3-4



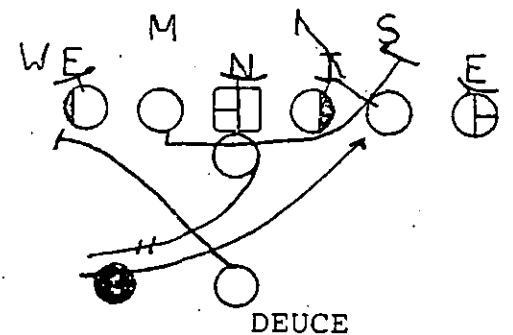
2) UNDER TIM



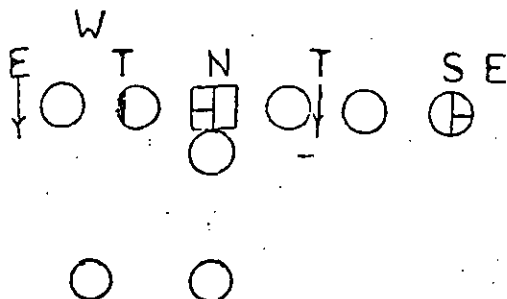
3) 4-3



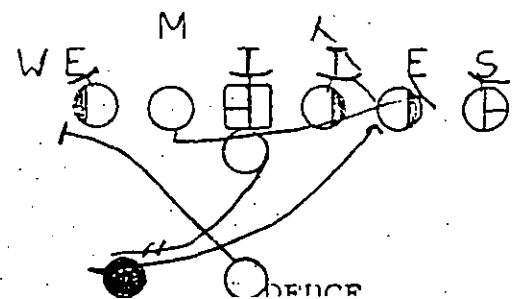
4) OVER TIM



5) 5-2



6) OVER



QB Reverse (with depth) - Under handoff to ball carrier.

BALL Drive at outside leg of Onside Guard - get behind trapping
CARRIER Guard's block.

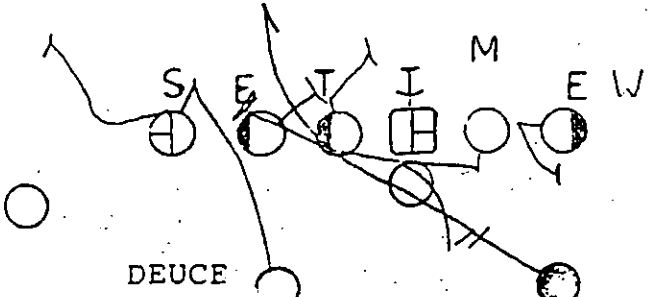
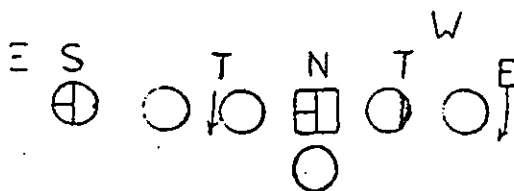
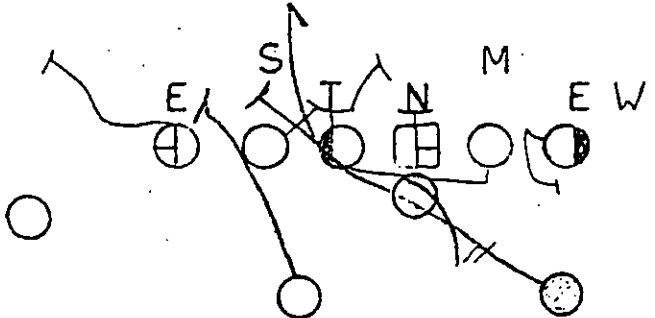
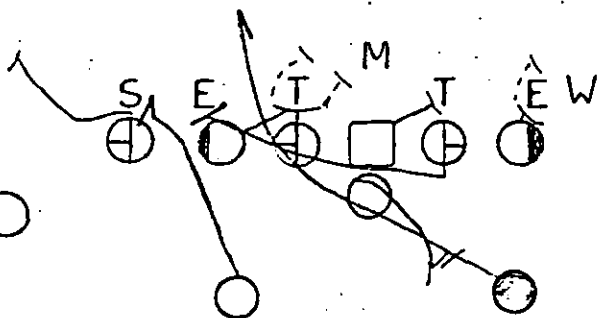
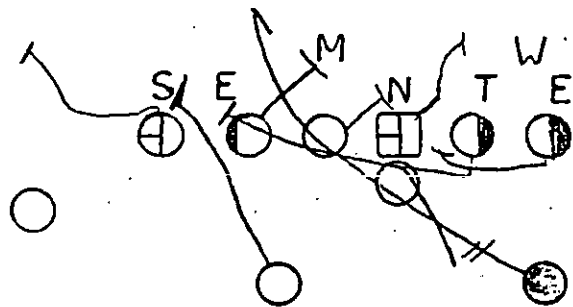
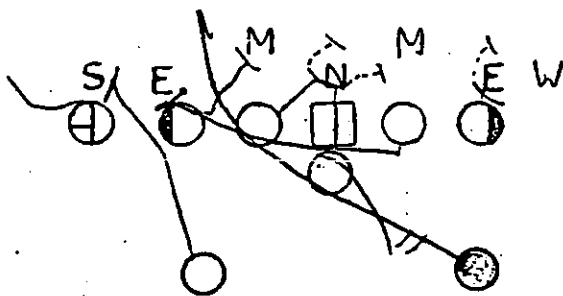
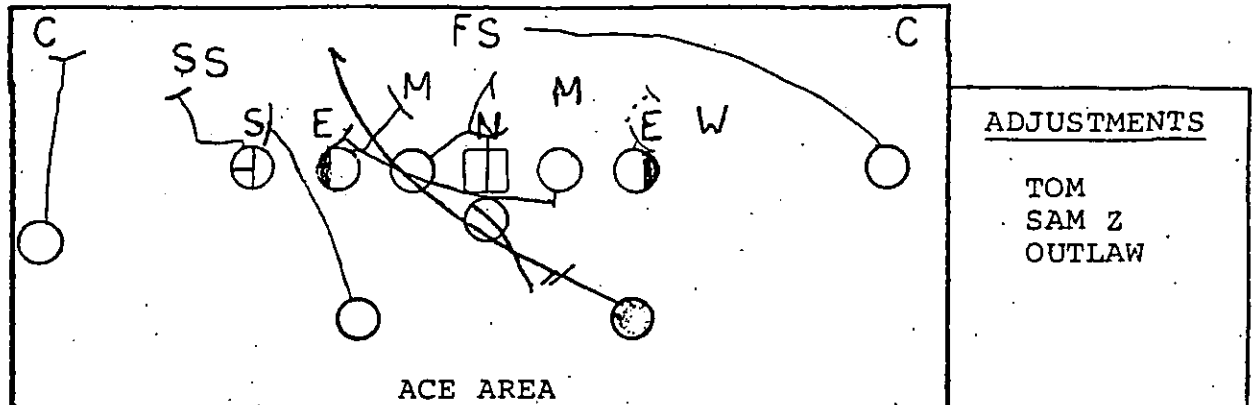
REMAINING Drive at outside leg of Onside Tackle - block end man on line
BACK (wall out). Strongside - be alert to Sam-Z adjustment.
Also be alert to strong TOM adjustment.

"Z" ONSIDE - Second Force

OFFSIDE - Crossfield

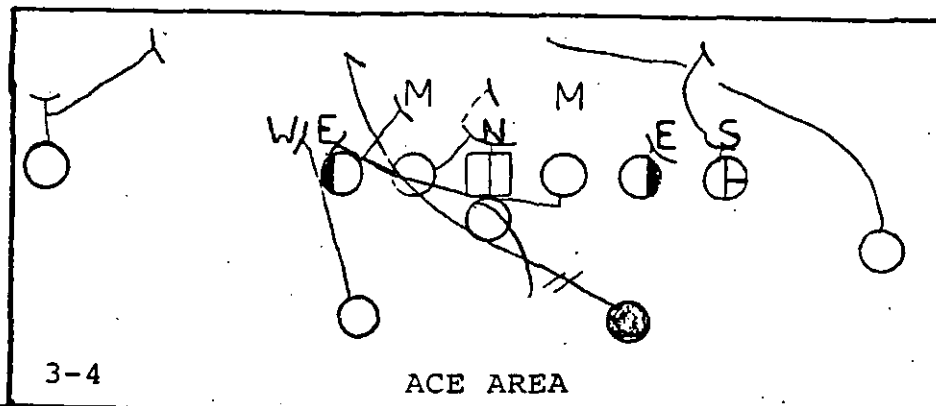
"X" OFFSIDE - Crossfield

ONSIDE - First Force



44-45 TRAP

- ON T #1 vs. Bubble. Vs. 4-3 Deuce Area; Tom adjustment, pull.
- ON G Ace Area vs. Bubble, possible Gap. Vs. 4-3, Deuce area.
- C #0 - Ace area vs. Bubble possible Gap. Vs. 4-3, #1 offside - Possible pull call.
- OFF G Pull - Trap 5/4 area.
- OFF T #2 - Possible Pull call
- "Y" ONSIDE - Easy release for 1st force (Alert for Sam-Z adjustment)
Vs. Tom or Tim block Sam.
OFFSIDE - Inside release, block strong safety - possible Pull.

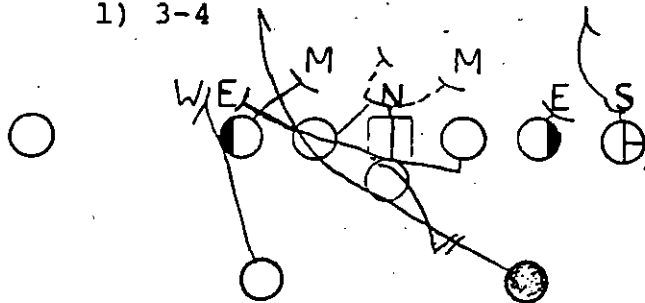


FORMATIONS

FULL

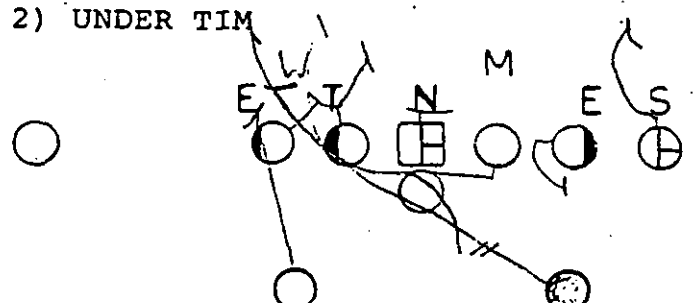
BOTH

1) 3-4



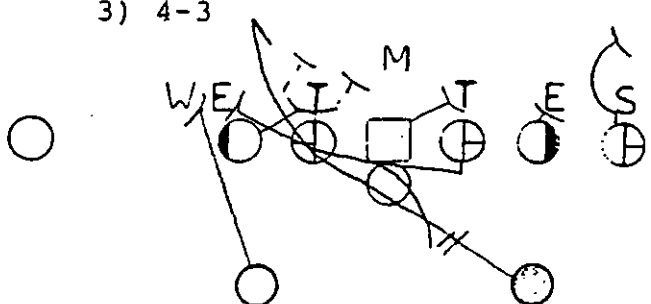
ACE AREA

2) UNDER TIM



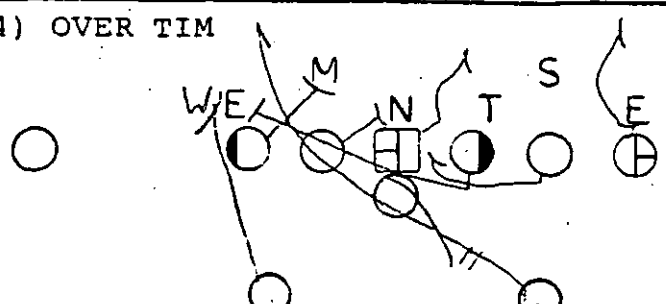
DEUCE AREA

3) 4-3



DEUCE AREA

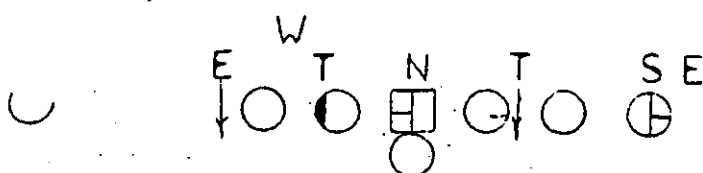
4) OVER TIM



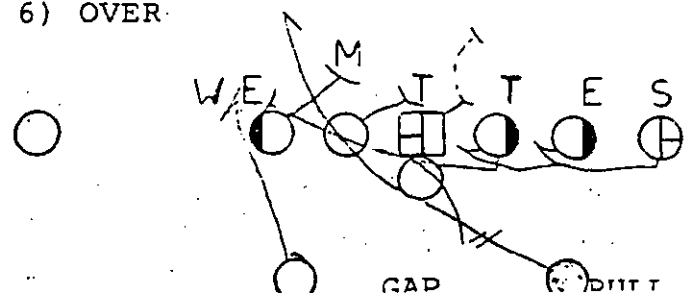
GAP

PULL

5) 5-2



6) OVER



GAP

DEUCE AREA

DEUCE AREA

54-55 LEAD ACE

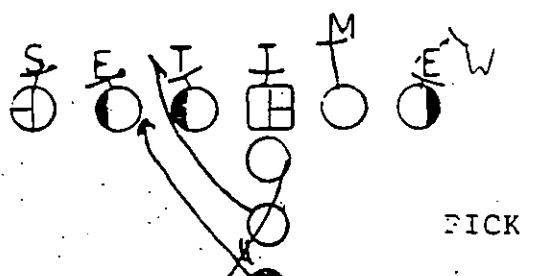
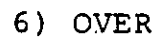
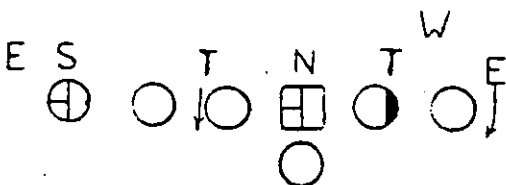
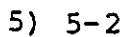
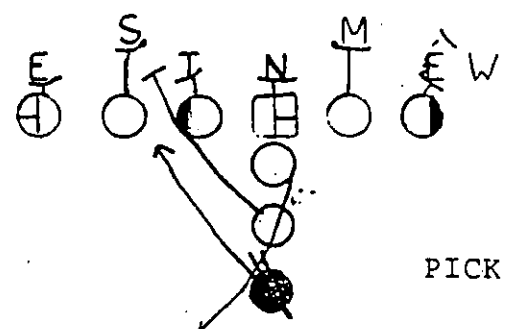
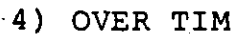
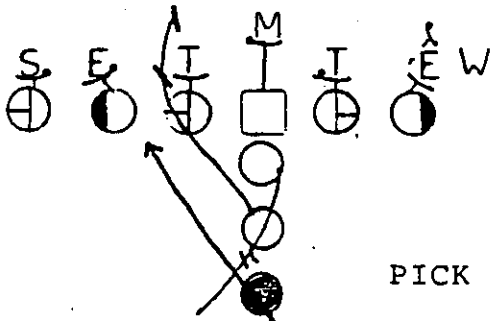
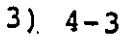
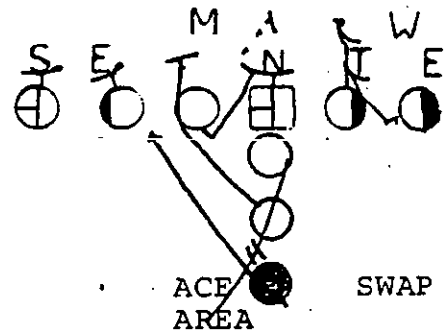
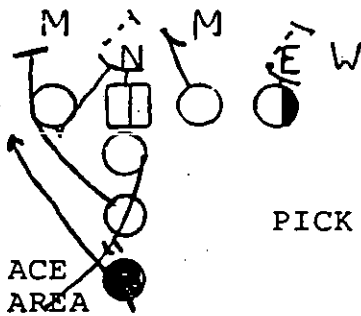
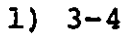
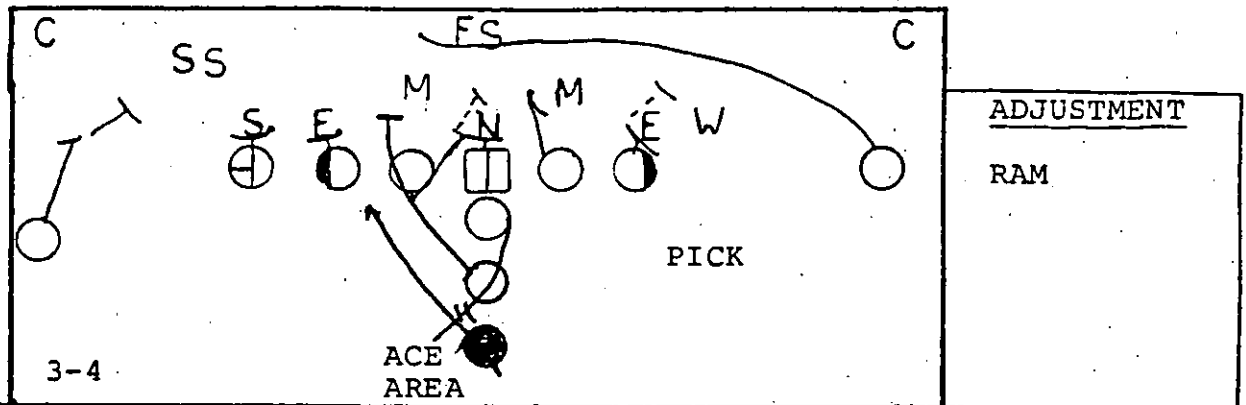
QB Reverse - hand deep to ball carrier.

BALL Drive at inside leg of offensive Tackle, read block on defensive
CARRIER end.

REMAINING Drive at outside leg of Guard, block Mike - alert RAM.
BACK

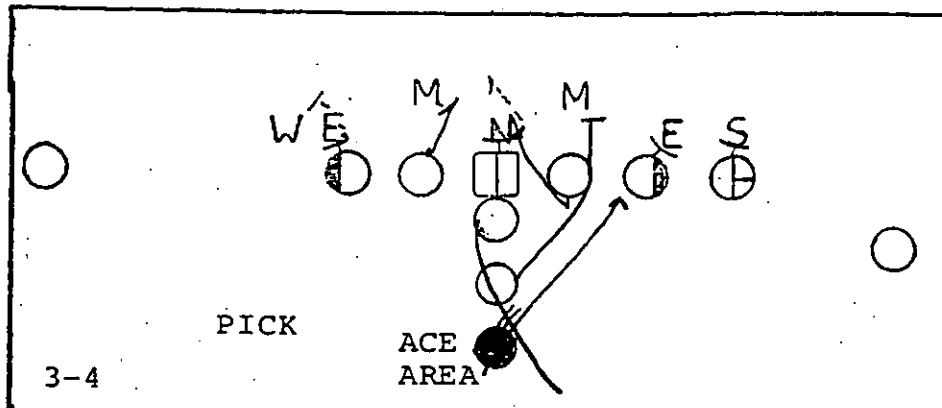
"Z" First Force

"X" Crossfield



55-54 LEAD ACE

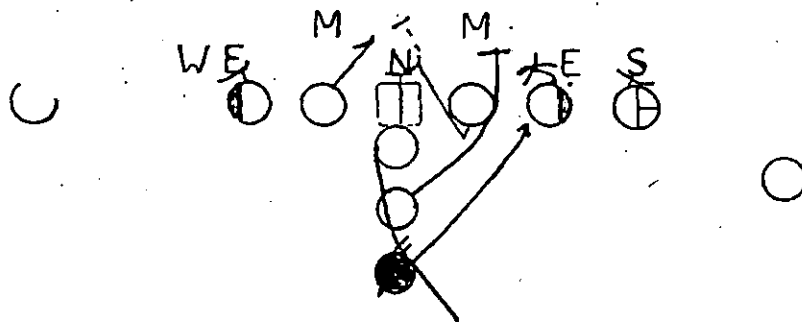
ON T #2
 ON G #1 - Vs. Bubble, Quick Pass Set and Ace Area.
 C #0 - Ace Area
 OFF G #1
 OFF T #2 - Possible Pick
 "Y" #3 - Alert SAM-Z



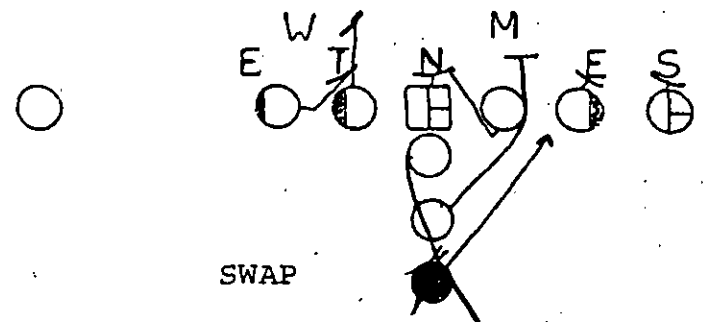
FORMATIONS

"I" STRONGSIDE

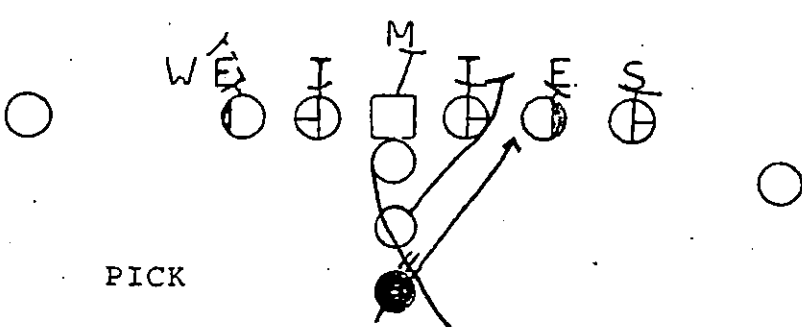
1) 3-4 (RAM ADJUSTMENT)



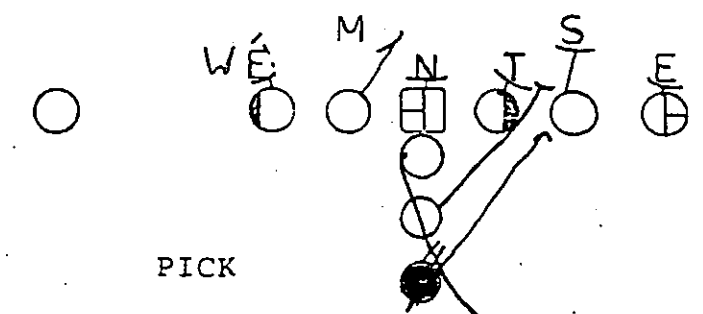
2) UNDER TIM



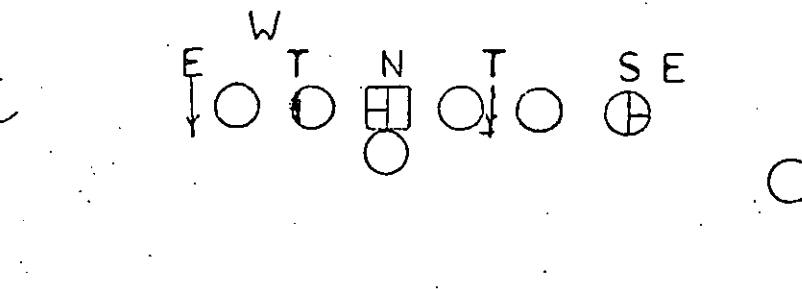
3) 4-3



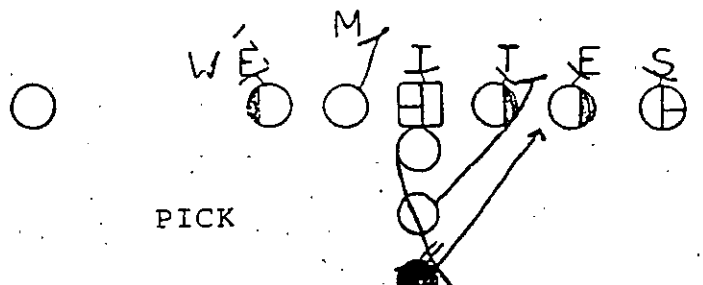
4) OVER TIM



5) 5-2



6) OVER



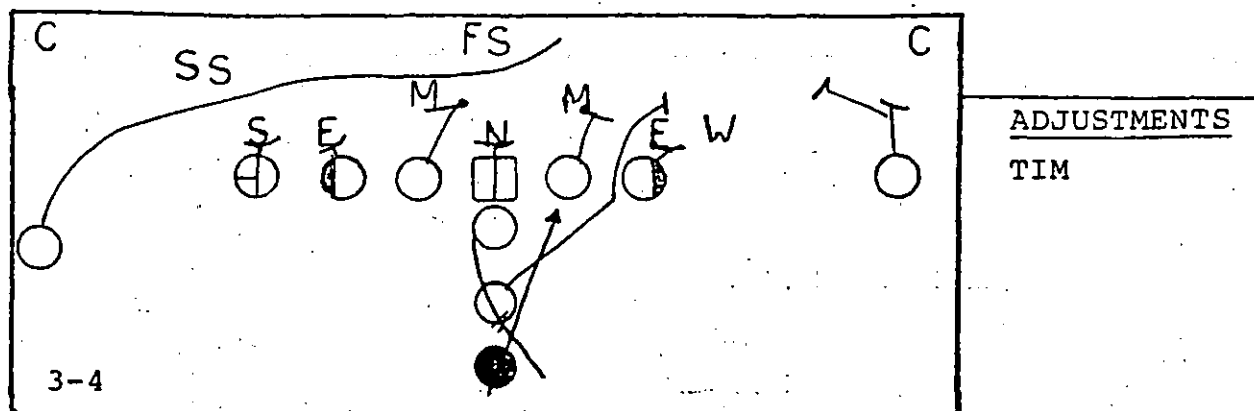
QB Reverse - hand to ball carrier.

BALL Drive at butt of a Guard, read Guard if covered -- if Bubble,
CARRIER Read block on nose man.

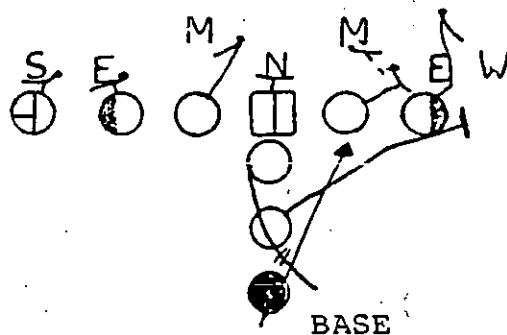
MAINING Drive at inside leg of offensive Tackle - block Will.
BACK *NOTE - Read block on defensive end for course. Alert "TIM"
call, block end man on line of scrimmage.

"Z" Crossfield

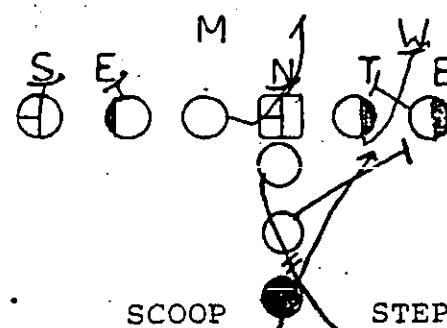
"X" First Force



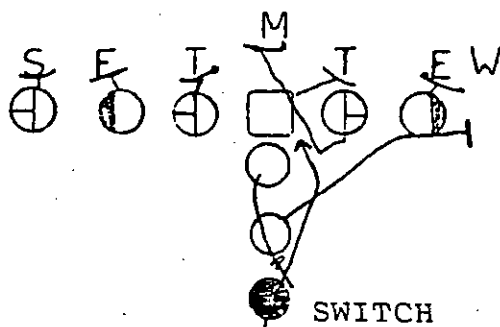
1) 3-4



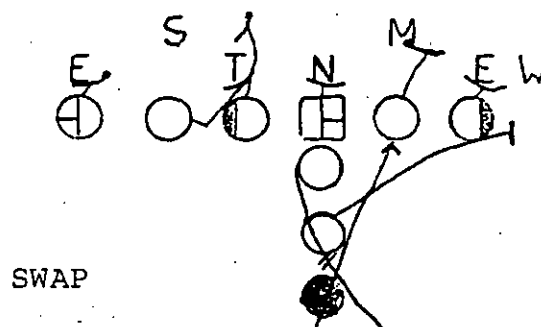
2) UNDER TIM



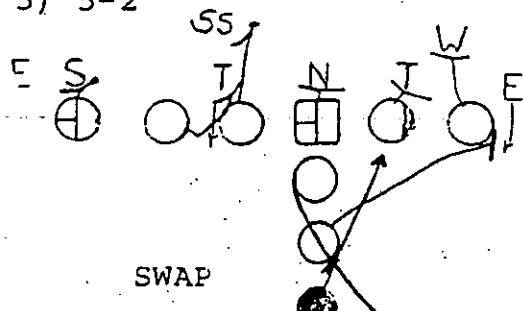
3) 4-3



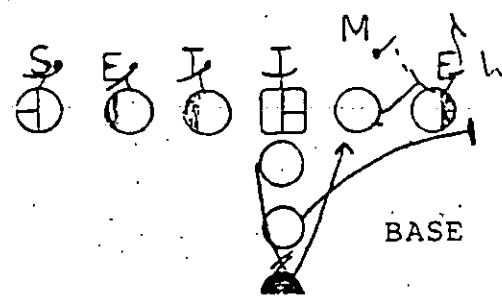
4) OVER TIM



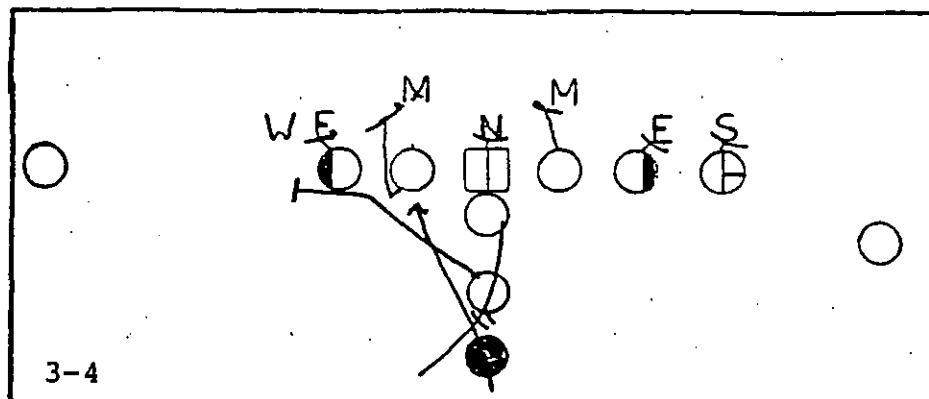
5) 5-2



6) OVER



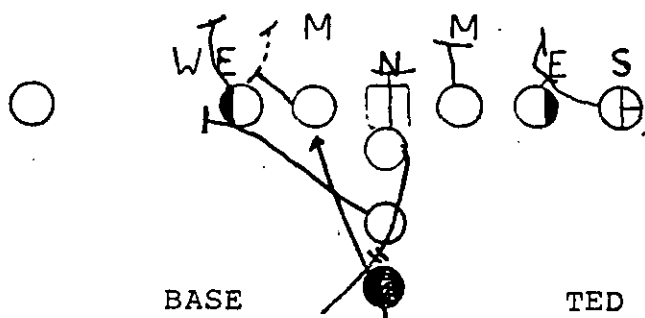
ON T #2 - Possible Base; Vs. TIM call "TIM", possible Step.
 ON G #1 - Possible Base - Switch; "TIM" call, possible Step.
 C #0 - Possible Fold - Switch.
 OFF G #1 - Possible Gut - Fold.
 OFF T #2 - Possible Gut - Ted.
 "Y" #3 - Possible Ted.



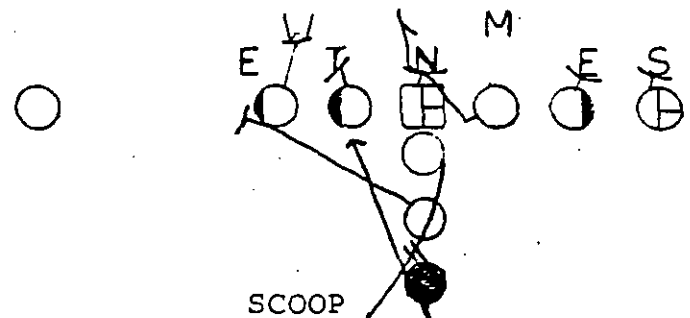
FORMATIONS

"I" WEAK

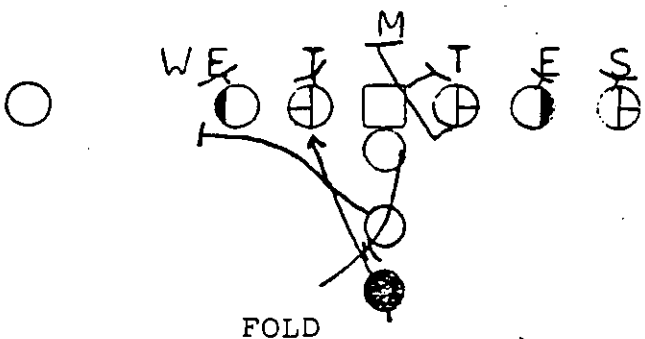
1) 3-4



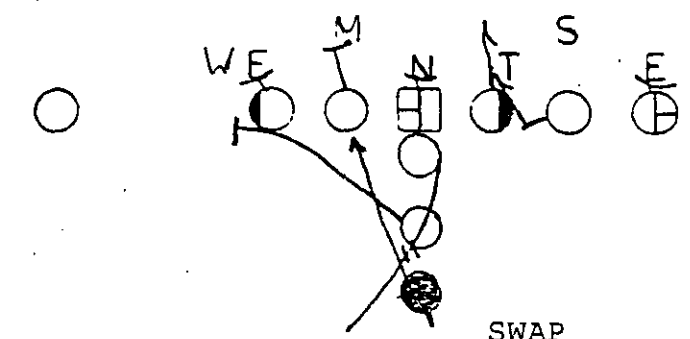
2) UNDER TIM



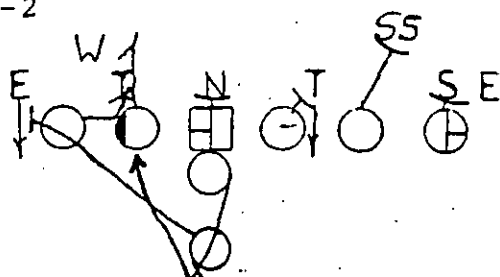
3) 4-3



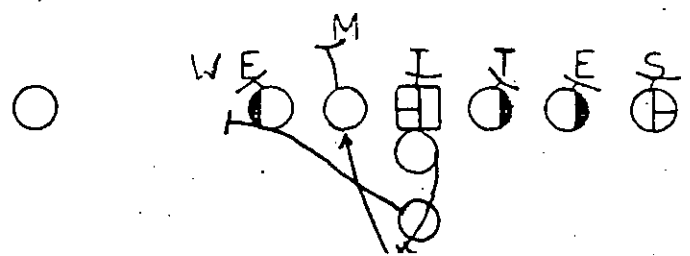
4) OVER TIM



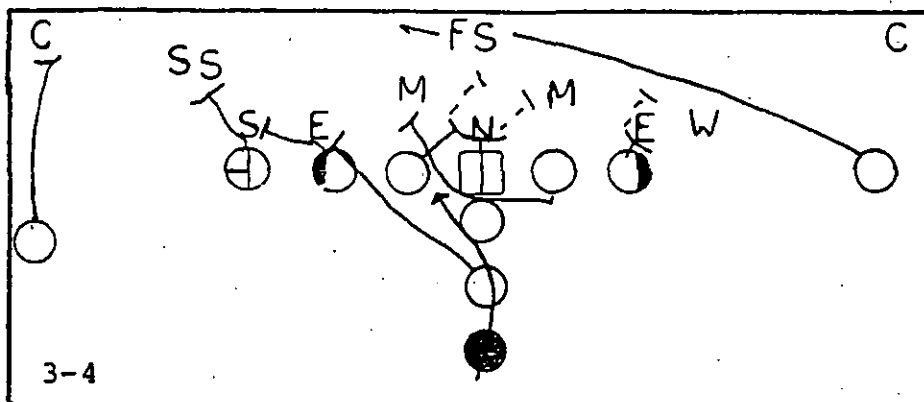
5) 5-2



6) OVER

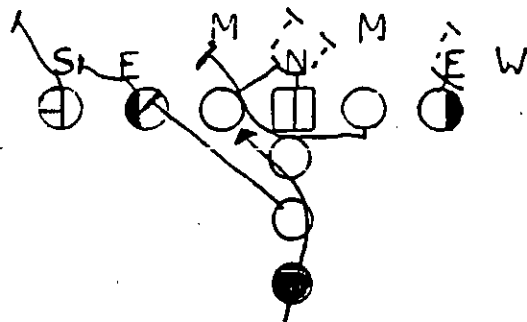


- QB Open - under handoff to ball carrier.
- BALL CARRIER Drive at backside leg of Center - key block on nose man to trapping Guard's block.
- REMAINING BACK Drive at inside leg of onside Tackle, block end with outside shoulder, N/T - lead.
- "Z" ONSIDE - Force
 OFFSIDE - Crossfield
- "X" ONSIDE - Force
 OFFSIDE - Crossfield

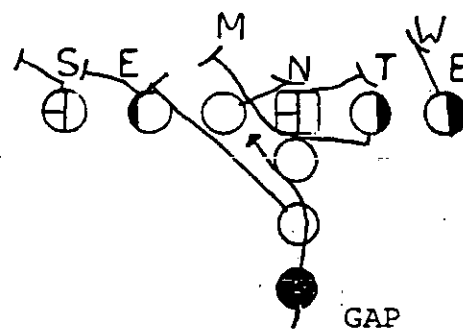


ADJUSTMENTS
SAM Z
S/S-SIP
LOCATION

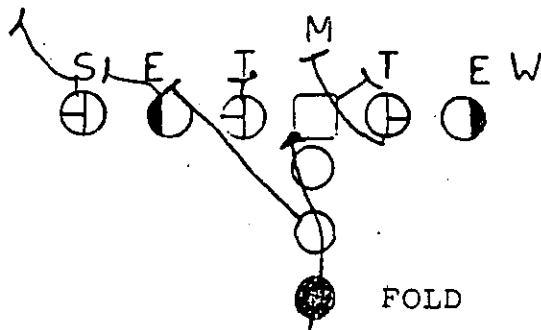
1) 3-4



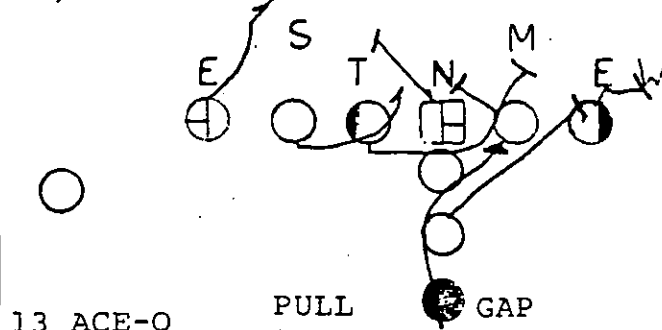
2) UNDER TIM



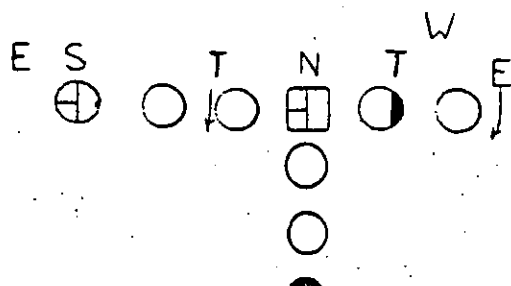
3) 4-3



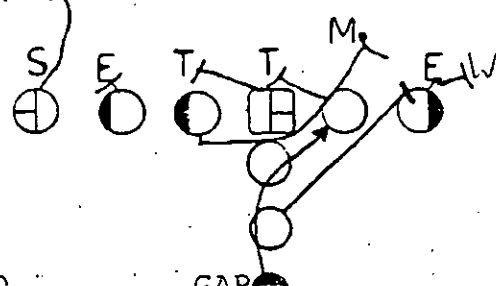
4) OVER TIM



5) 5-2



6) OVER



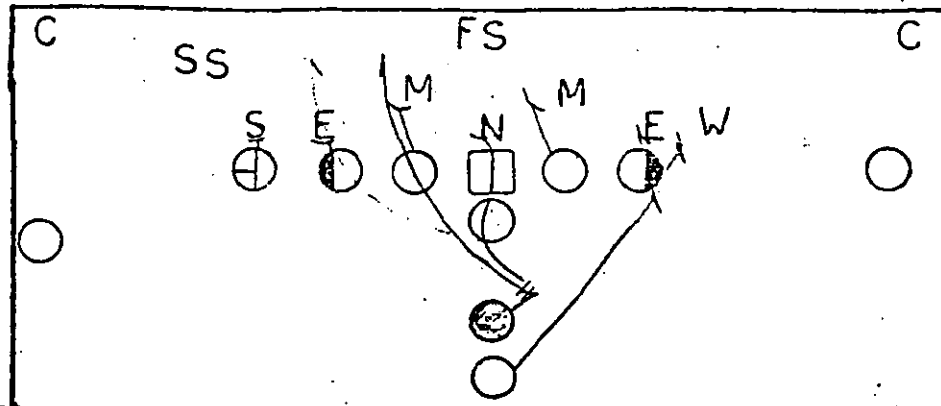
QB Open hand to ball carrier as deep as possible. ("I" - Reverse)

BALL CARRIER Take a short jab step with a head and shoulder fake away. Drive at butt of Guard, read Guard's block. Alert Ram.

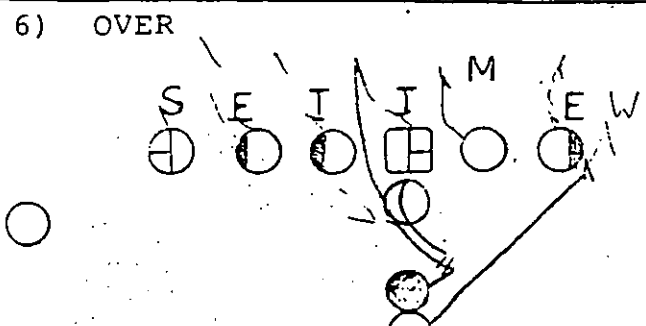
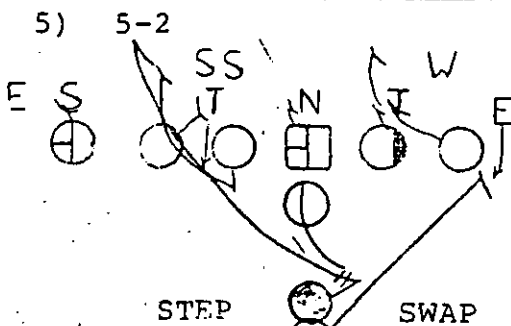
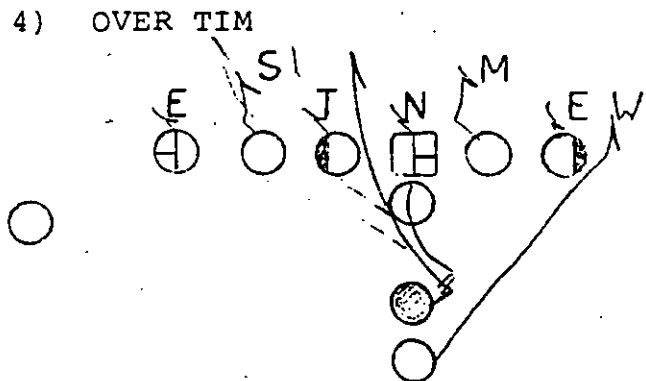
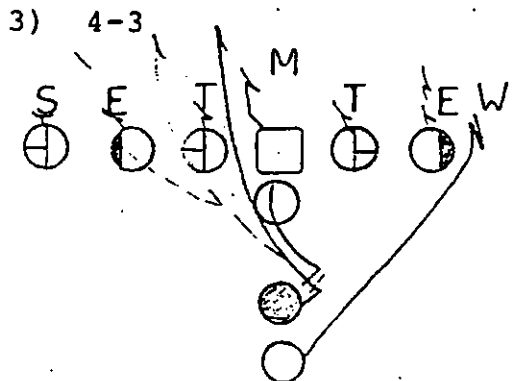
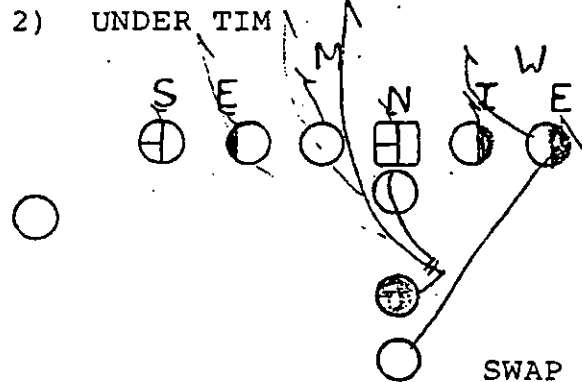
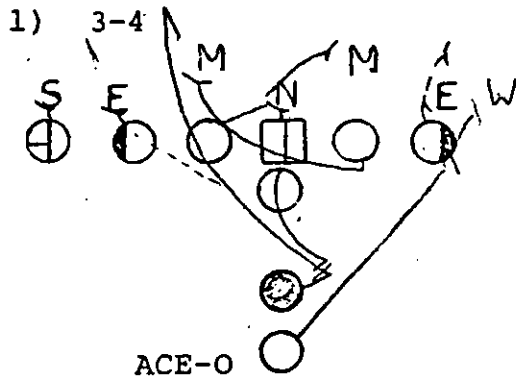
REMAINING BACK Drive at inside leg of Tackle - DO-DAD..

"Z" First Force

"X" Crossfield



ADJUSTMENTS



BELLY 13-12 ACE-O

ON T Influence #2, first outside linebacker. trongside - alert
Sam Z adjustment.

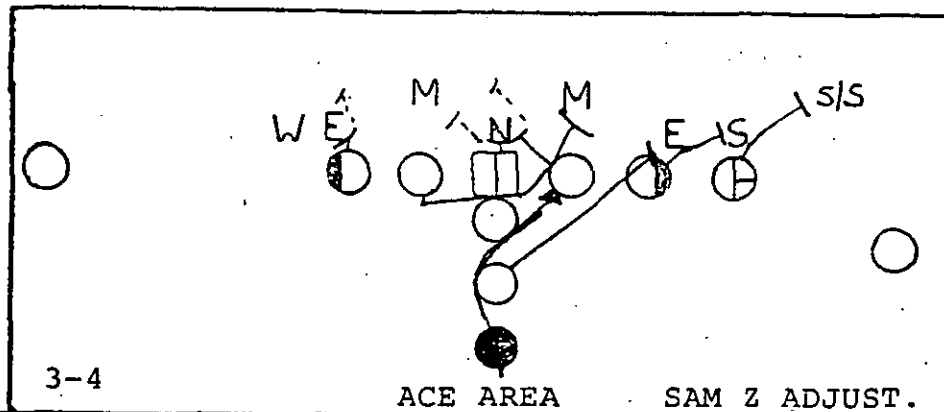
ON G #1 - Ace Area

C #0 - Ace Area - Possible Fold.

OFF G #1 - Ace Ø - Possible Fold

OFF T #2 - Possible Pull.

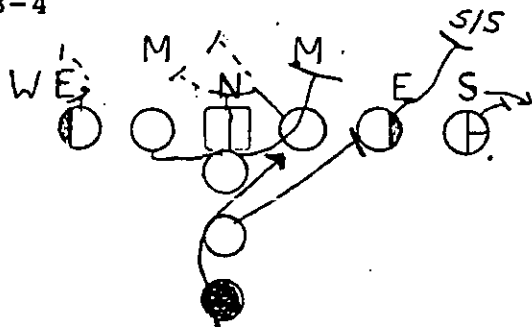
"Y" ONSIDE - Slam #3, block S/S - alert Sam Z adjustment.
OFFSIDE- Strong Safety



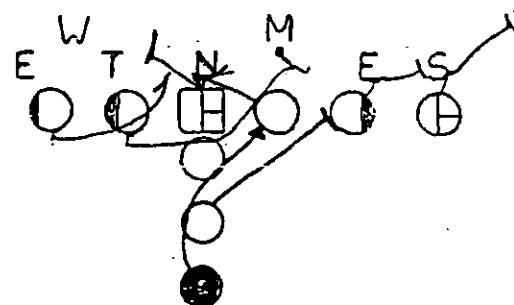
FORMATIONS

"I"	BOTH
FAR	STRONG
NEAR	WEAK

1) 3-4



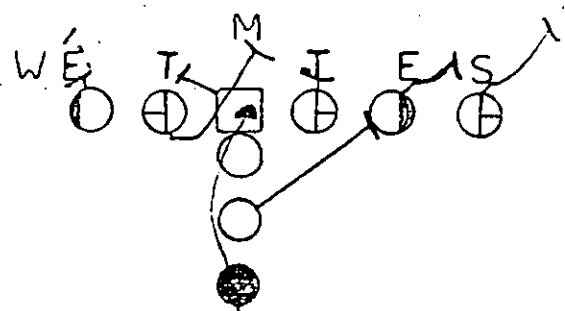
2) UNDER TIM



ACE AREA SAM Z ADJUST.

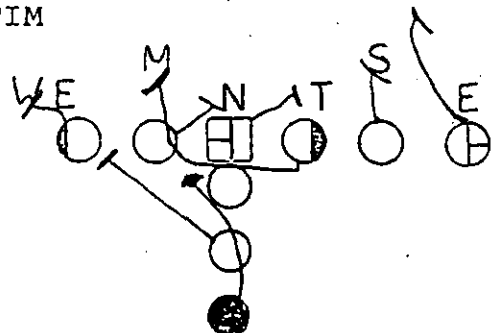
PULL GAP

3) 4-3



FOLD

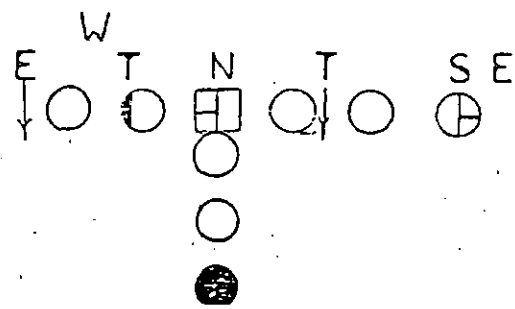
4) OVER TIM



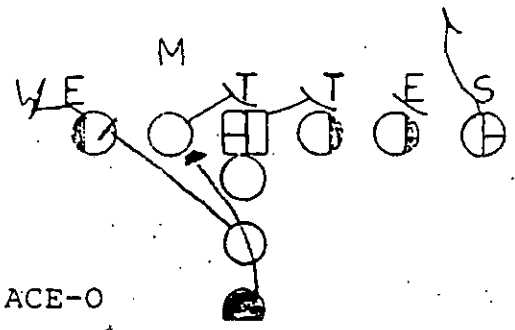
BELLY 12 ACE-O

GAP

5) 5-2

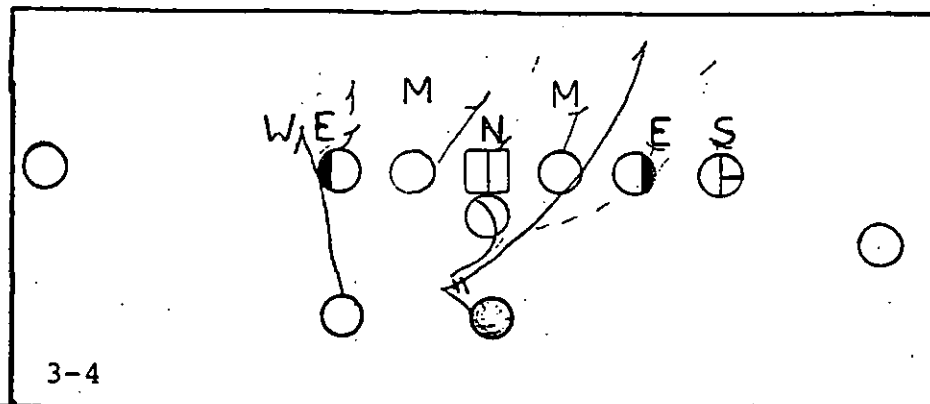


6) OVER



BELLY 12 ACE-O

ON T #2 - Possible Base - Step; Vs. 4-3 Tug.
 ON G #1 - Possible "Ace Ø" - Base - Step - Ron or Lon; Vs. 4-3 Tug.
 C #0 - Possible "Ace Ø" - Ron or Lon; Vs. 4-3 Fold.
 OFF G #1 - Possible "Ace Ø" - Scoop - Rim; Vs. 4-3 Fold.
 OFF T #2 - Possible Swap - DO-DAD.
 "Y" #3

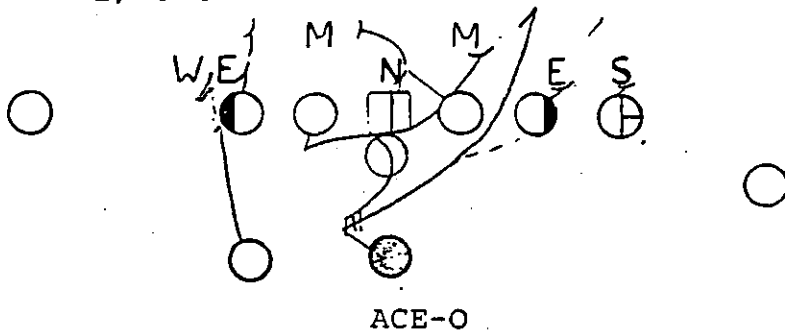


FORMATIONS

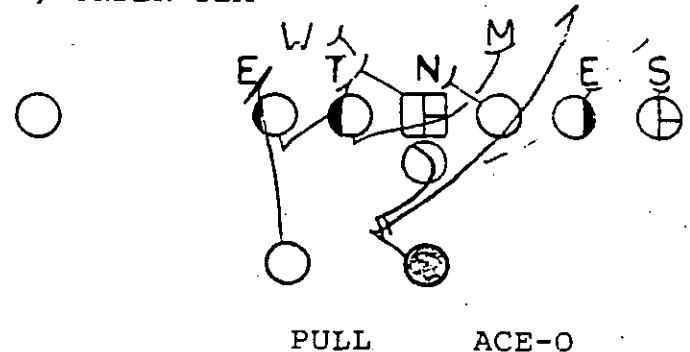
FAR STRONGSIDE

"I" STRONGSIDE

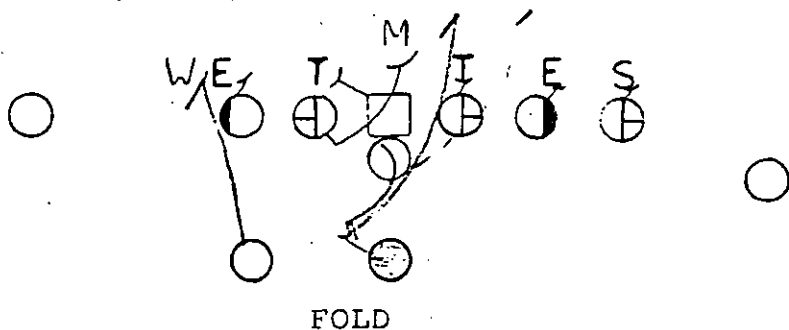
1) 3-4



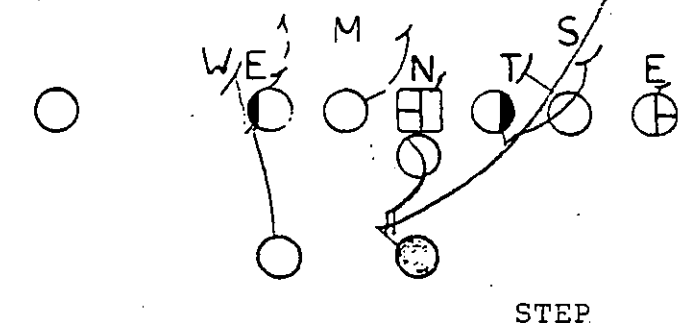
2) UNDER TIM



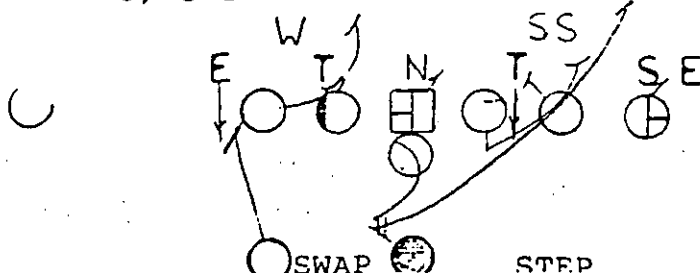
3) 4-3



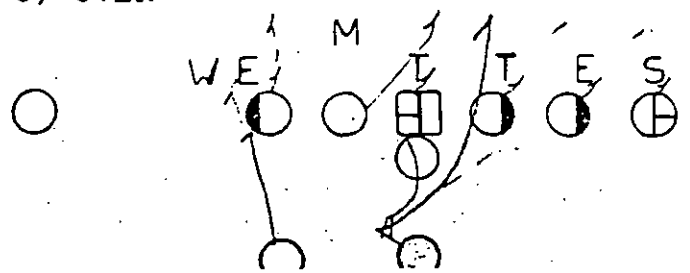
4) OVER TIM



5) 5-2



6) OVER



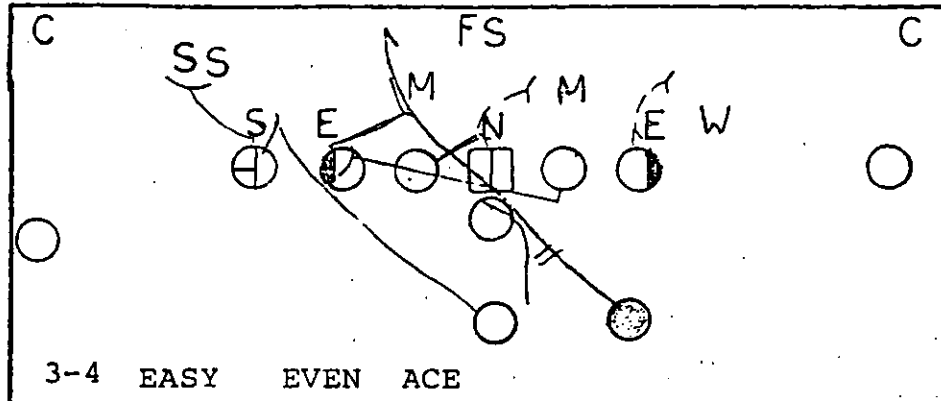
42-43 TRAP

QB Reverse - under handoff to ball carrier.

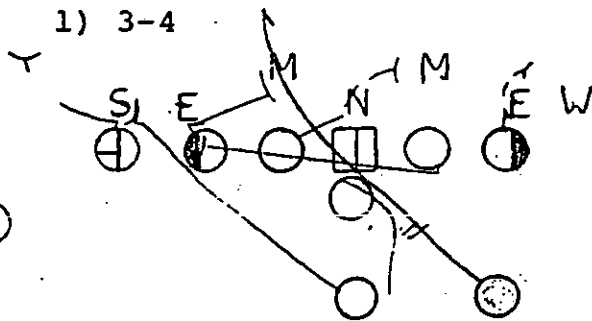
BALL CARRIER Drive at onside leg of Center - key trapping Guard's block.

REMAINING BACK Drive at outside leg of onside Tackle - block end man on line
BACK Strongside - alert to Sam-Z adjustment.

"Z" ONSIDE - Second Force NOTE: May call "PART" (Trap - spelled backward)
OFFSIDE - Crossfield
"X" OFFSIDE - Crossfield PART = Remaining Back AWAY from
ONSIDE - First Force hole number.
"Y" - Block #3

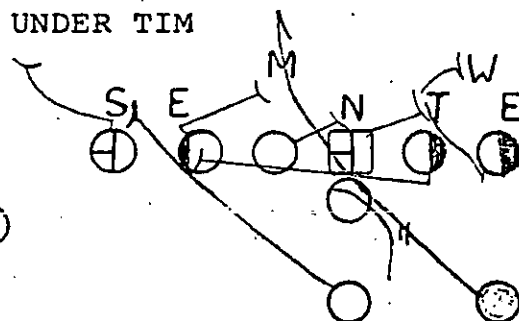


1) 3-4



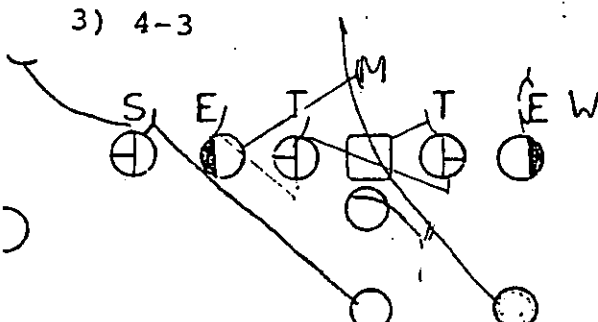
EASY EVEN ACE

2) UNDER TIM



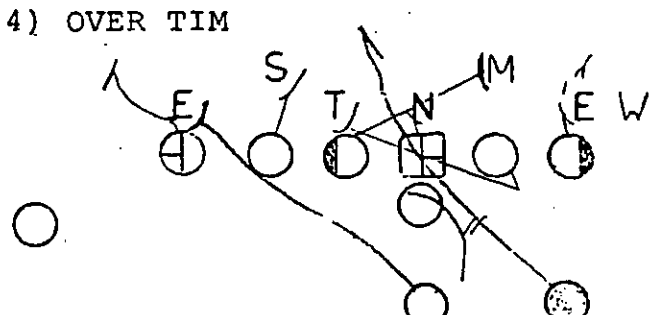
EVEN ACE PULL

3) 4-3



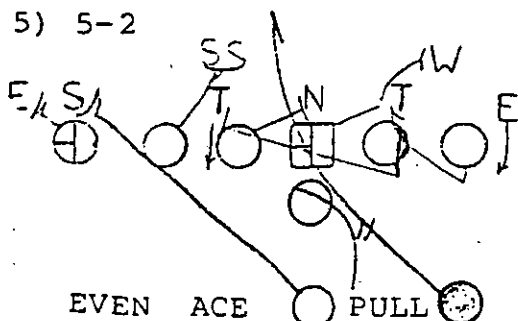
EVEN BLOCK BACK

4) OVER TIM



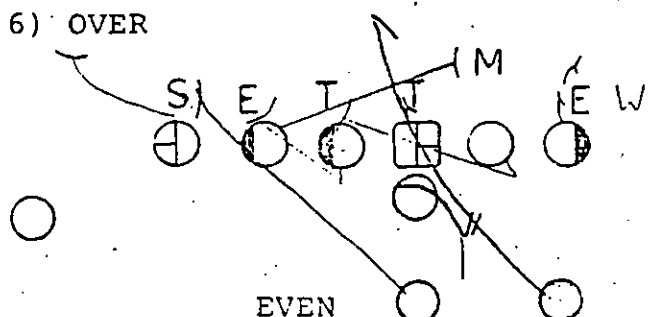
ODD

5) 5-2



EVEN ACE PULL

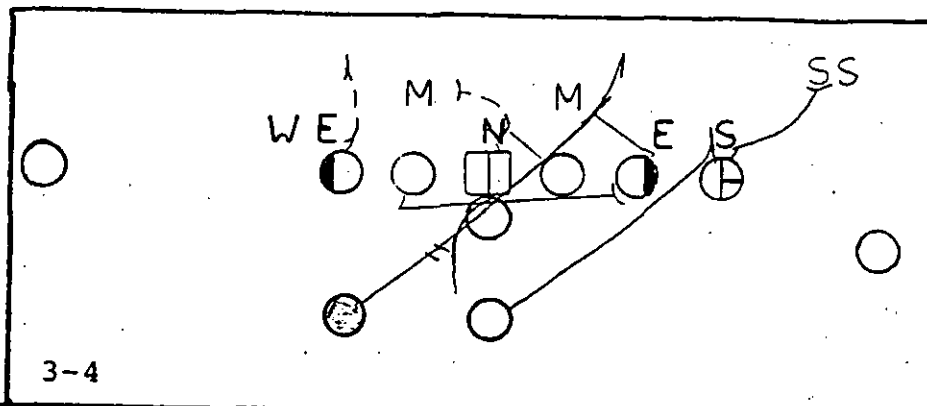
6) OVER



EVEN

43-42 TRAP

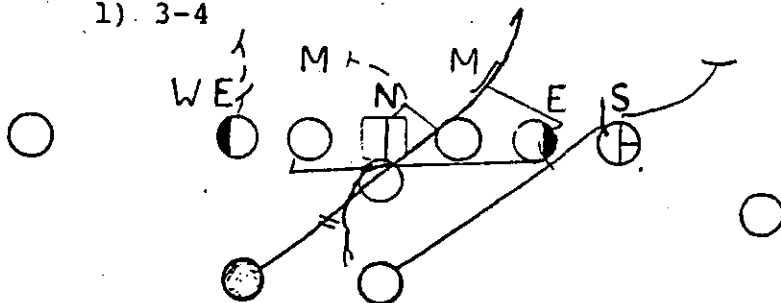
- ON T #1 - Vs. 4-3, "Even" Call - Mike; "Odd" Call - #2; Tom adjustment - Pull.
- ON G Ace Area - Vs. 4-3, "Even" Call - #2; "Odd" - Mike. Possible "Shortie"
- C Ace Area - Vs. 4-3, #1 offside - Possible Pull Call. Possible "Shortie"
- OFF G Pull and Trap 3/2 hole area. Possible "Shortie".
- OFF T #2 - Possible Pull Call.
- "Y" ONSIDE - Easy release 1st force (alert Sam-Z adjustment)
Vs. Tom block first inside linebacker.
OFFISDE - Strong Safety.



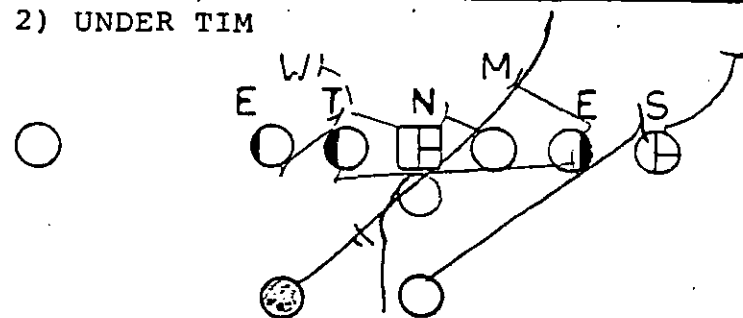
FORMATIONS

FULL	BOTH
FAR	STRONG
I/FAR	33/32 TRAP

1) 3-4

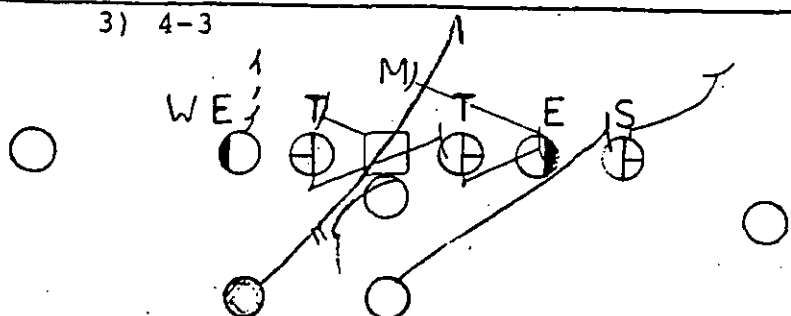


2) UNDER TIM

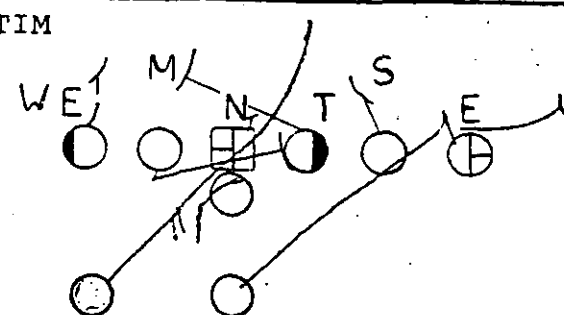


PULL ACE EVEN

3) 4-3



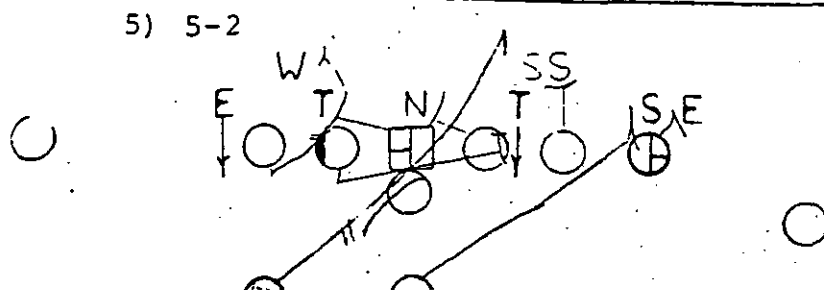
4) OVER TIM



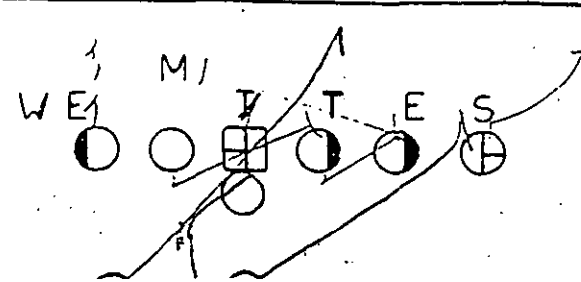
BLOCK BACK EVEN

ODD

5) 5-2



6) OVER



QB Reverse - hand to ball carrier ("I" - deep as possible).

BALL CARRIER Drive at onside leg of offensive Guard. (ISO - Key Guard's Block)

REMAINING BACK BUBBLE SIDE - Drive at onside of Center - clean on nose man or go through on next inside linebacker.
 GUARD COVERED - Drive at outside leg of Guard - clean man on Guard or go through on next inside linebacker.

ISO - Block bubble backer.

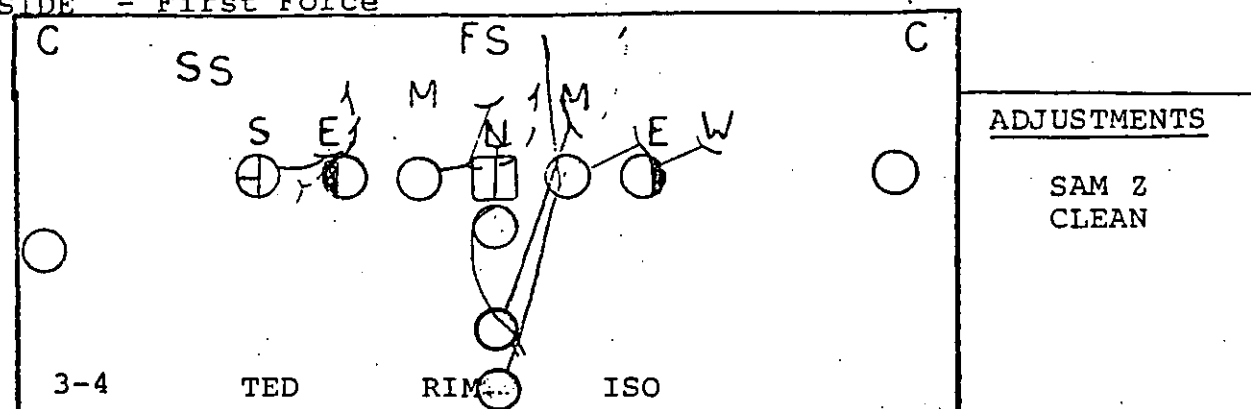
PUNCH ACE Ø - Double team Bubble Backer with Offside Guard.

"Z" ONSIDE - First Force (ISO - Second Force).

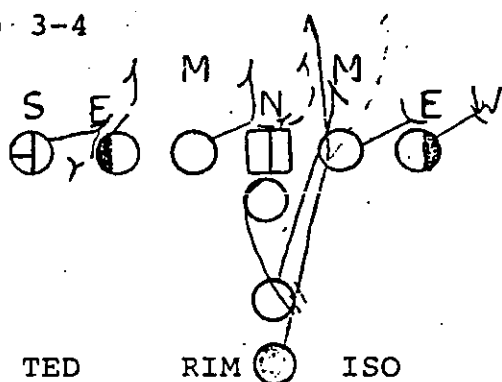
OFFSIDE - Crossfield

"X" OFFSIDE - Crossfield

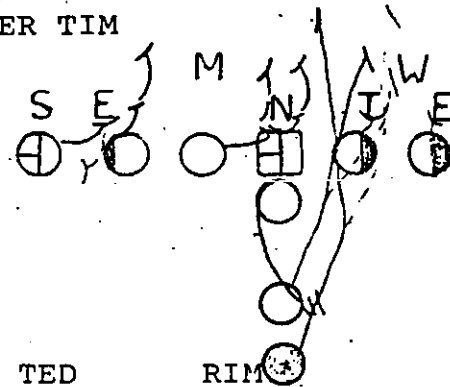
ONSIDE - First Force



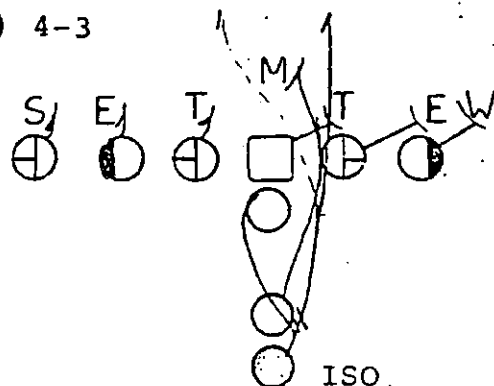
1) 3-4



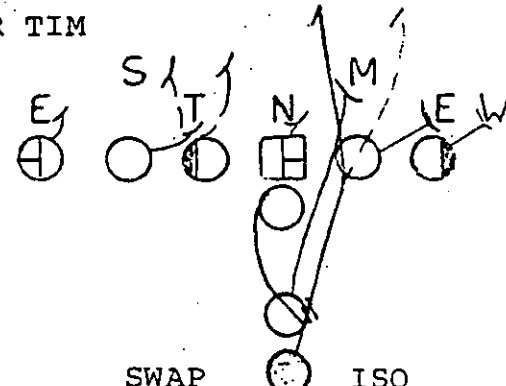
2) UNDER TIM



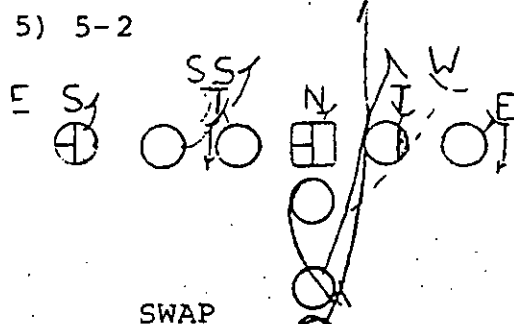
3) 4-3



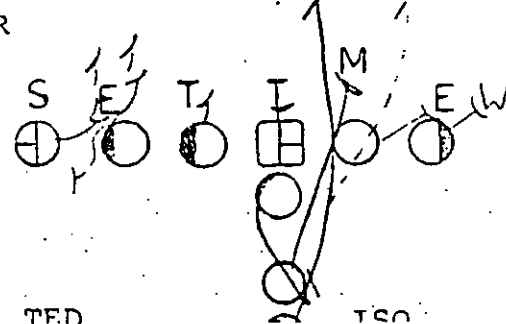
4) OVER TIM



5) 5-2



6) OVER



53-52 LEAD (ISO) (PUNCH ACE Ø)

ON T #2 - Possible Base - ISO (Alert for Sam-Z adjustment).

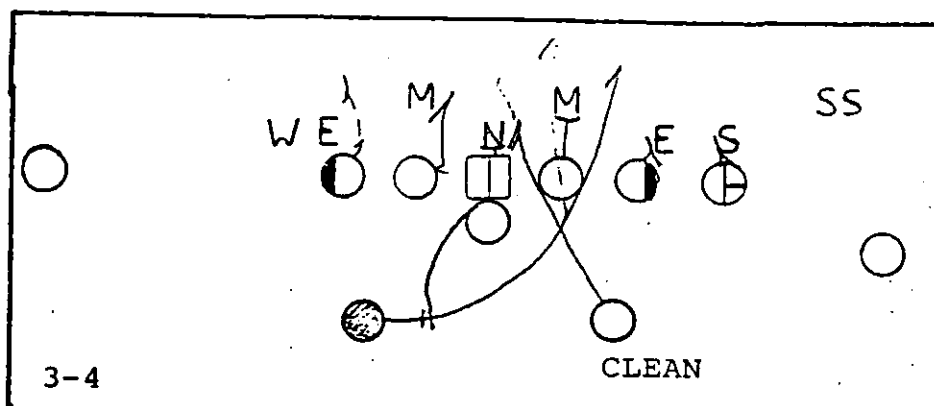
ON G #1 - Possible Base - Ace Area - ISO

C #0 - Possible Ace Area - Fold. Scoop or Rim backside of "TIM".

OFF G #1 - Possible Ace Ø - Swap - Fold. Scoop or Rim backside of "TI

OFF T #2 - Possible Swap - Pick, possible Ted, possible Gut.

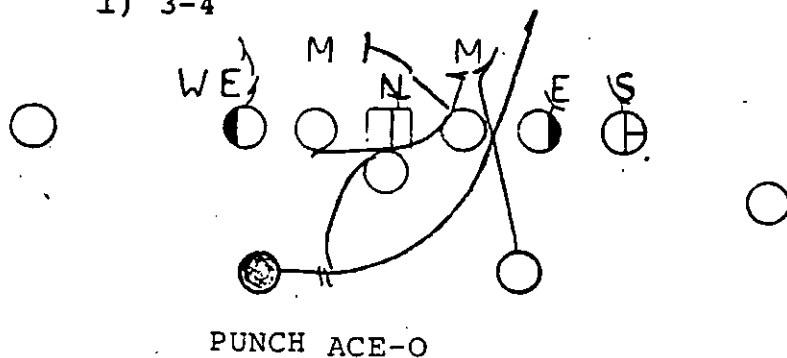
"Y" ONSIDE #3 - Possible ISO (first force - alert Sam-Z adjustment).
OFFSIDE - #3 - possible Ted.



FORMATIONS

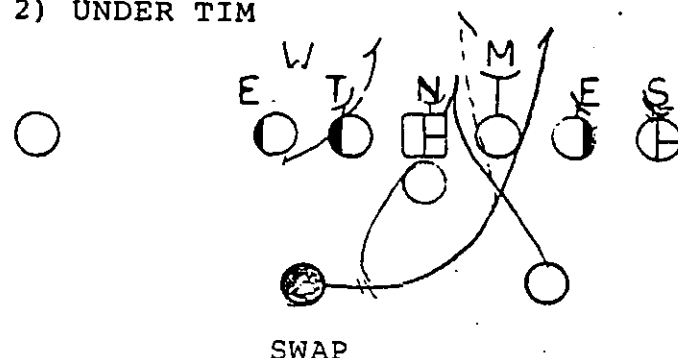
"I"	BOTH
FAR	STRONG
FULL	STRONG

1) 3-4



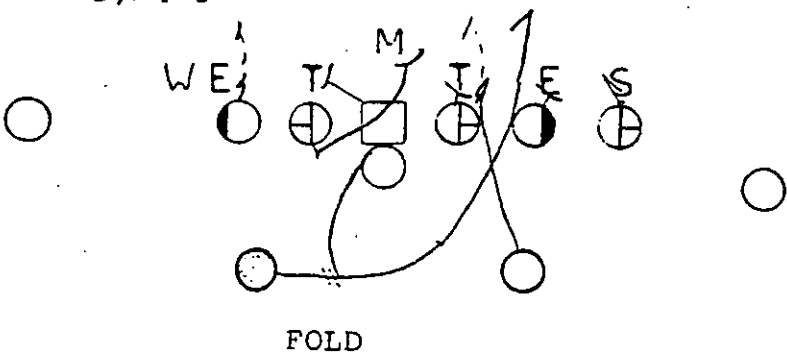
PUNCH ACE-O

2) UNDER TIM



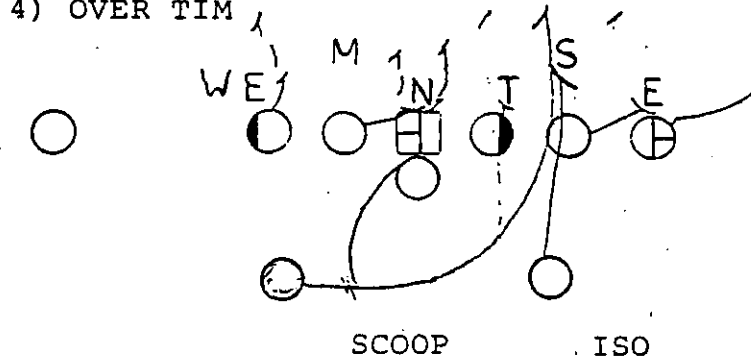
SWAP

3) 4-3



FOLD

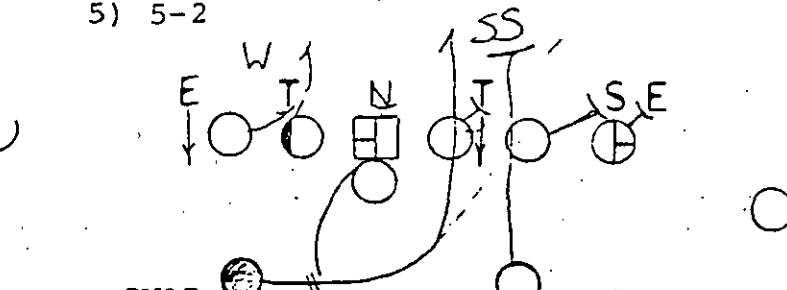
4) OVER TIM



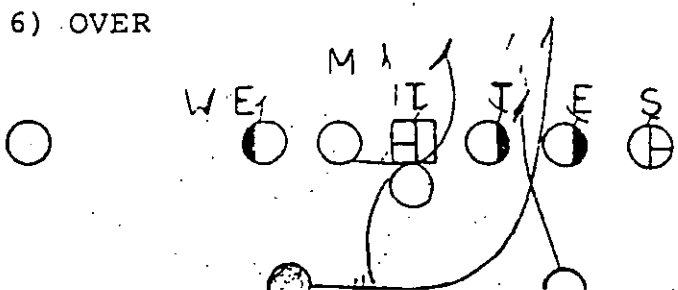
SCOOP

ISO

5) 5-2



6) OVER



MASTER LIST (0-1 HOLE)

AUDIBLE CALL

20-21 LAG

20-21

30-31

30-31

50-51 DIVE

50-51

50-51 VEER

QB

Reverse - Slight roll for handoff to Halfback.

BALL
CARRIER

Set in position behind onside Guard, do not leave till you have ball. Read block on nose man.

REMAINING
BACK

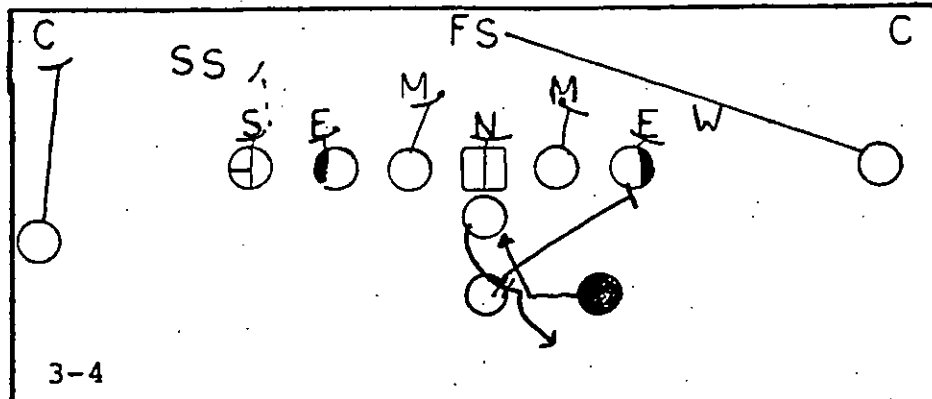
Drive at inside leg of onside Tackle - Block Will.. Vs. TIM block Mike.

"Z"

Block Force - Crossfield

"X"

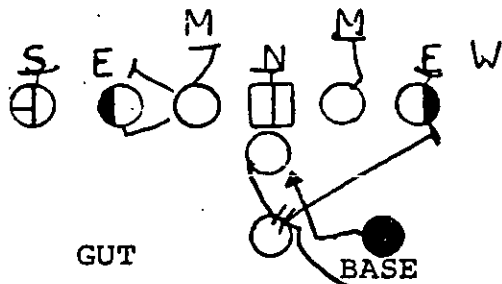
Block Force



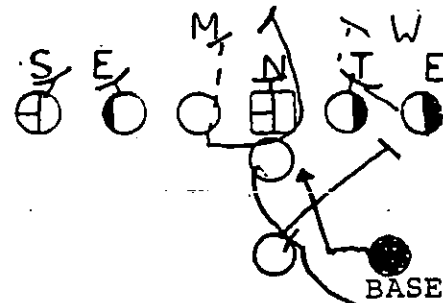
ADJUSTMENTS

SAM-2

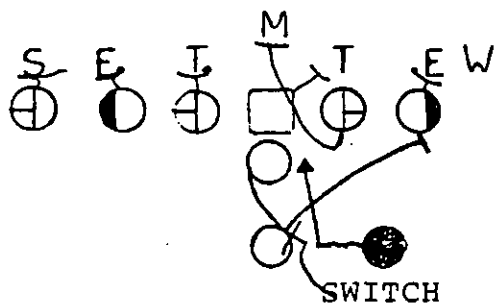
1) 3-4



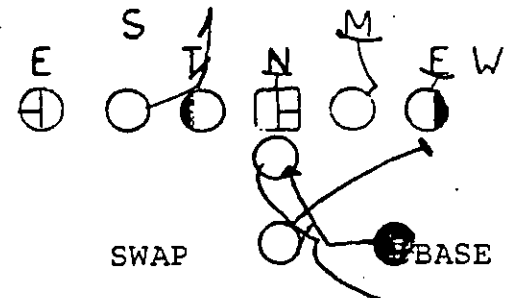
2) UNDER TIM



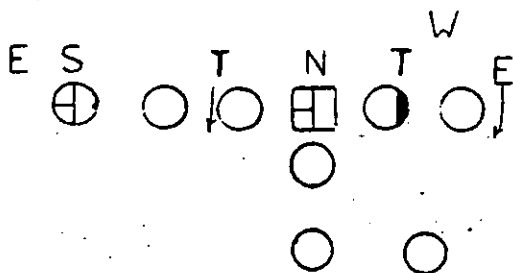
3) 4-3



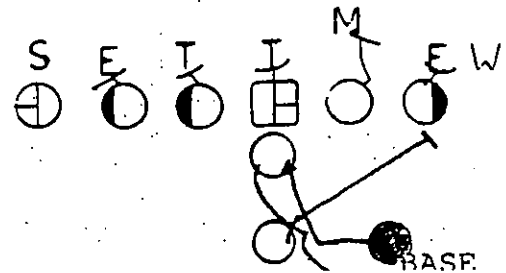
4) OVER TIM



5) 5-2



6) OVER



ON T #2 - Possible Base.

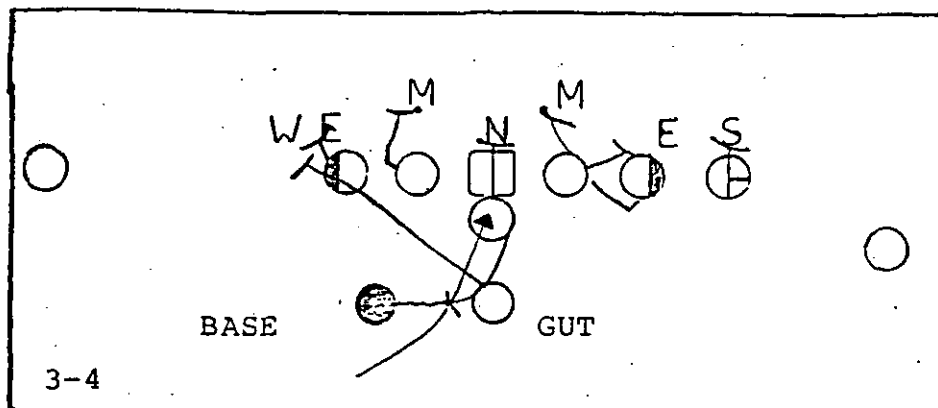
ON G #1 - Base - Possible Switch.

C #0 - Possible Switch - Possible Fold.

OFF G #1 - Possible Gut - Possible Fold - Swap

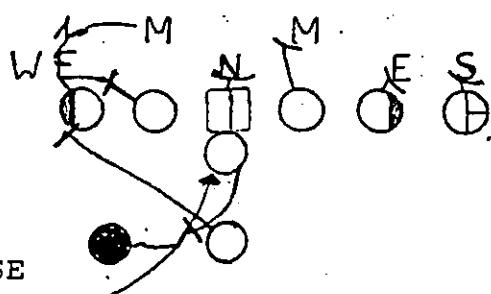
OFF T #2 - Possible Gut - Swap

"Y" #3 - Alert S/S in SIP location

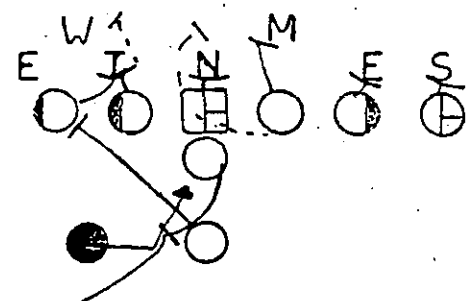


FORMATIONS	
FAR	WEAK
"I"	WEAK

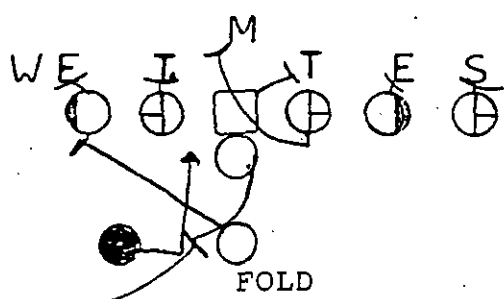
1) 3-4



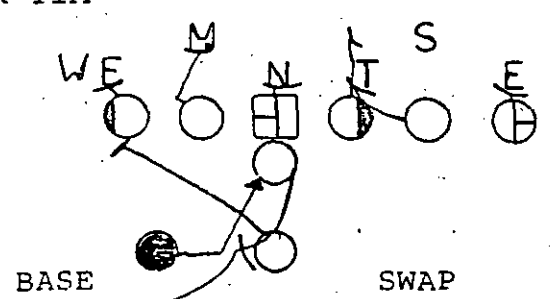
2) UNDER TIM



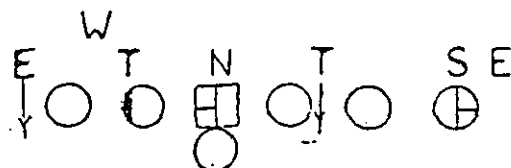
3) 4-3



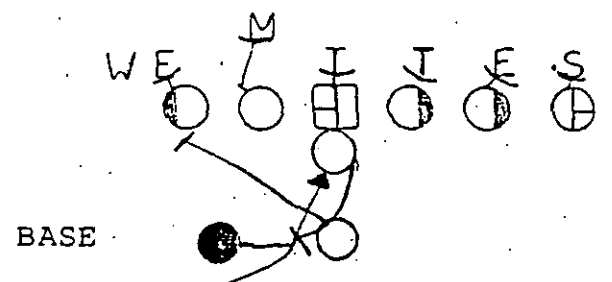
4) OVER TIM



5) 5-2



6) OVER



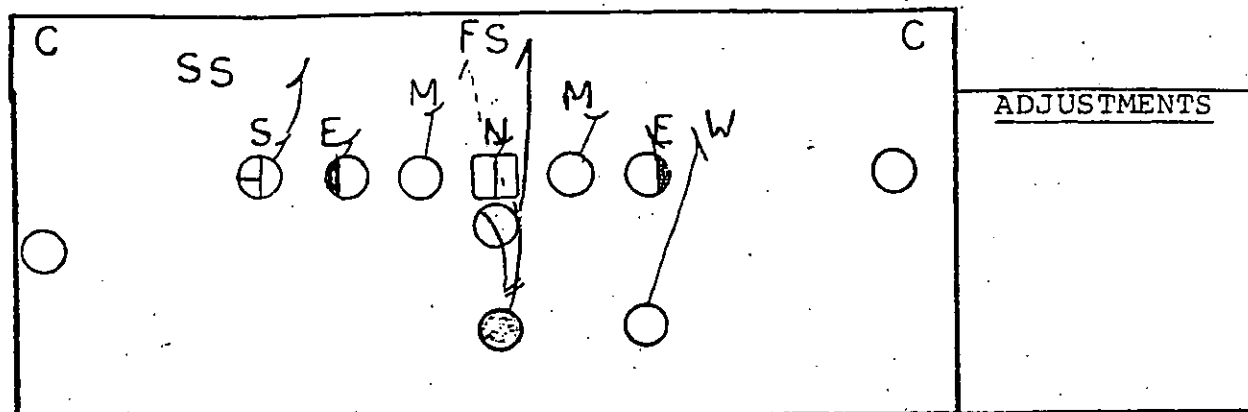
QB Open - hand to ball carrier as deep as possible. Be alert to technique on bubble side. (Give the ball carrier straight path)

BALL CARRIER GUARD COVERED - Drive at inside leg on Onside Guard - key block of man on Guard.
BUBBLE - Drive at onside leg of Center - read block on Nose Tackle.

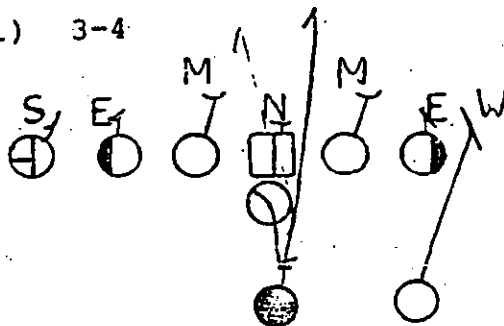
REMAINING BACK Assignment by game plan. (Possible fake to/away from call - Possible Do-Dad)

"Z" ONSIDE - First force
OFFSIDE - Crossfield

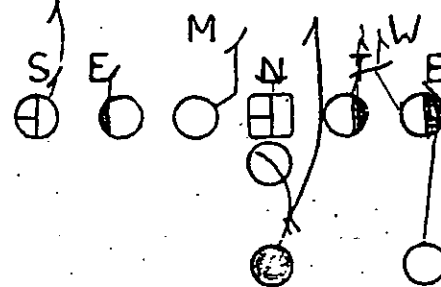
"X" OFFSIDE - Crossfield
ONSIDE - First Force



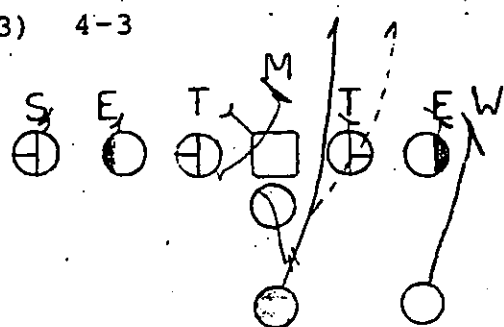
1) 3-4



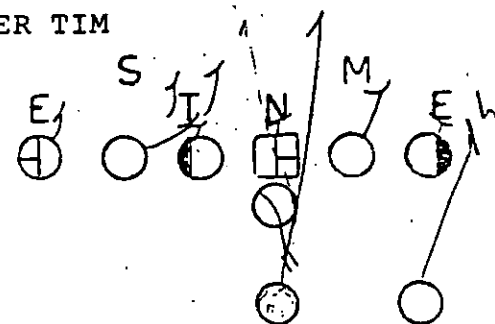
2) UNDER TIM



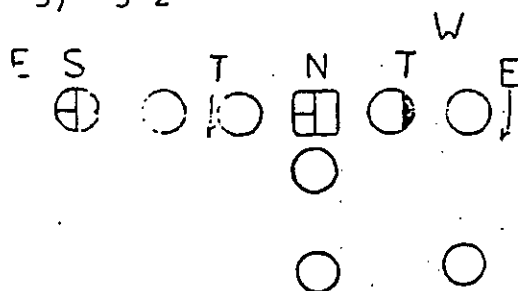
3) 4-3



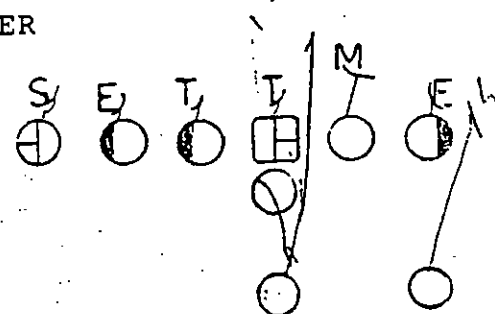
4) OVER TIM



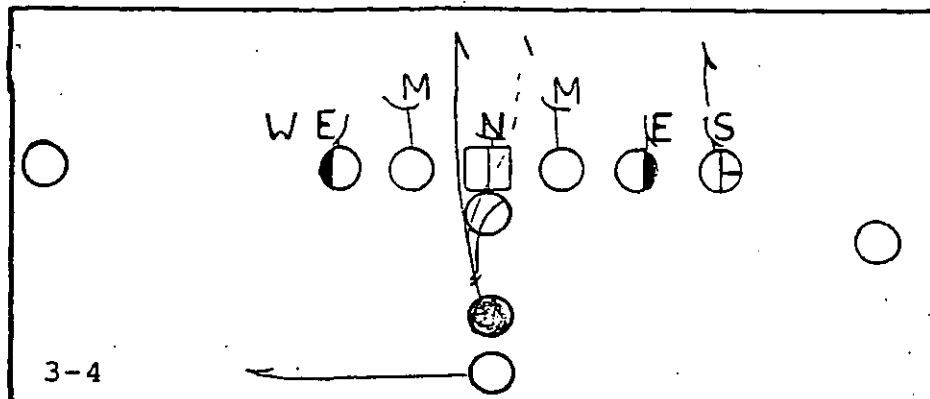
5) 5-2



6) OVER



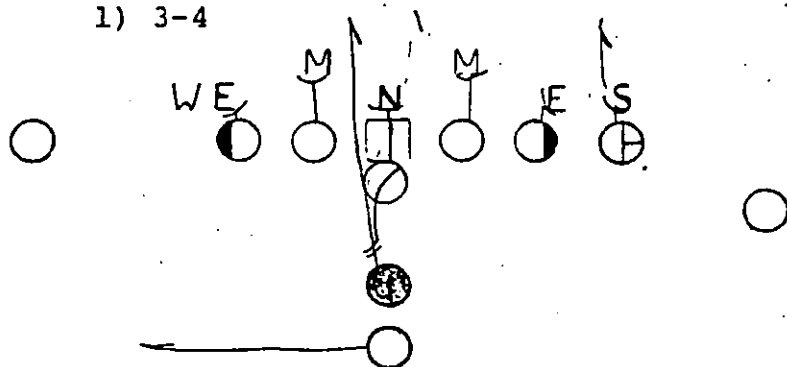
ON T #2 - Possible Base - DO-DAD
 ON G #1 - Possible Ace - Base
 C #0 - Ace - Fold
 OFF G #1 - Possible Swap - Fold.
 OFF T #2 - Swap (Possible "Ted" call-Strong Safety in SIP location).
 "Y" ONSIDE - Hard inside release for Strong Safety.
 OFFSIDE - Strong Safety (Possible "Ted" call-Strong Safety in SIP location.)



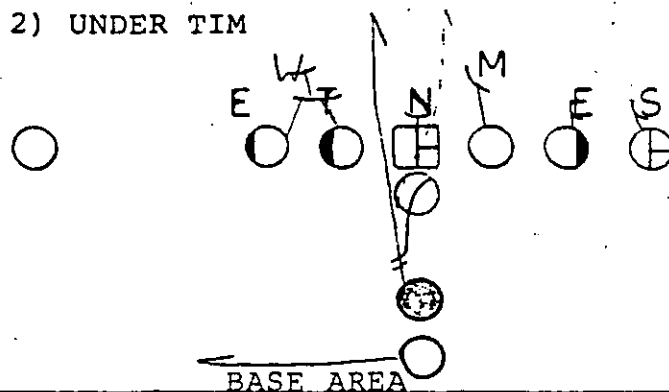
FORMATIONS

"I" BOTH
 FAR BOTH

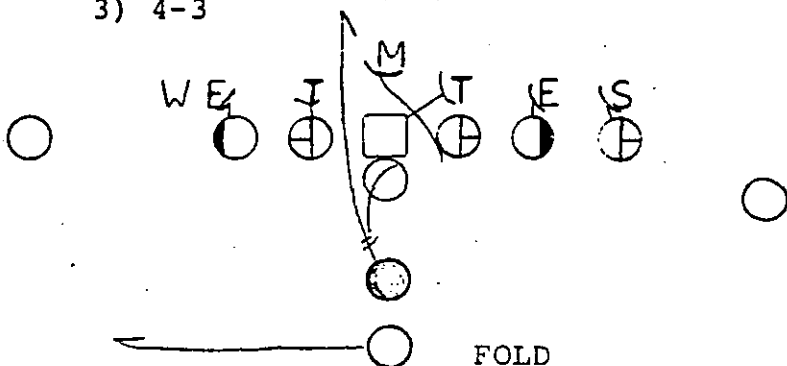
1) 3-4



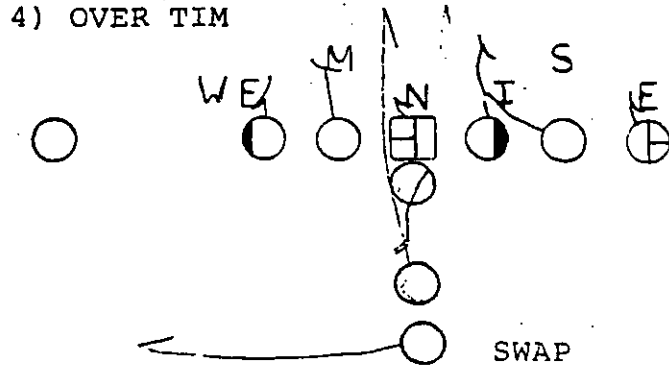
2) UNDER TIM



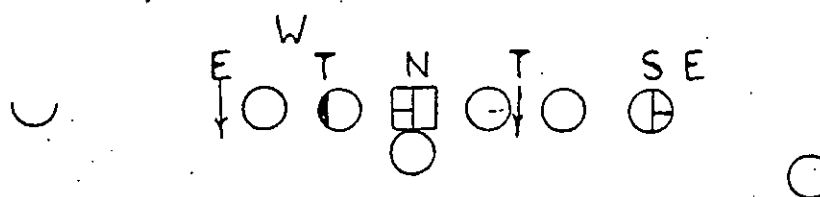
3) 4-3



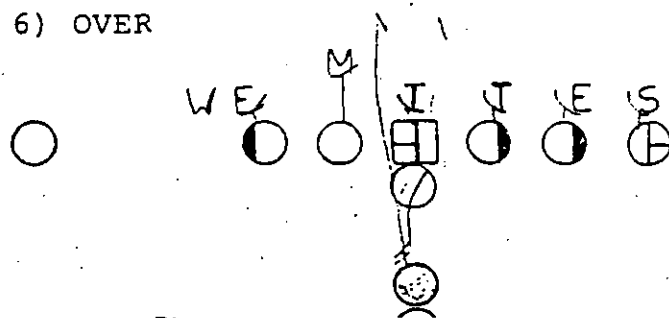
4) OVER TIM



5) 5-2



6) OVER



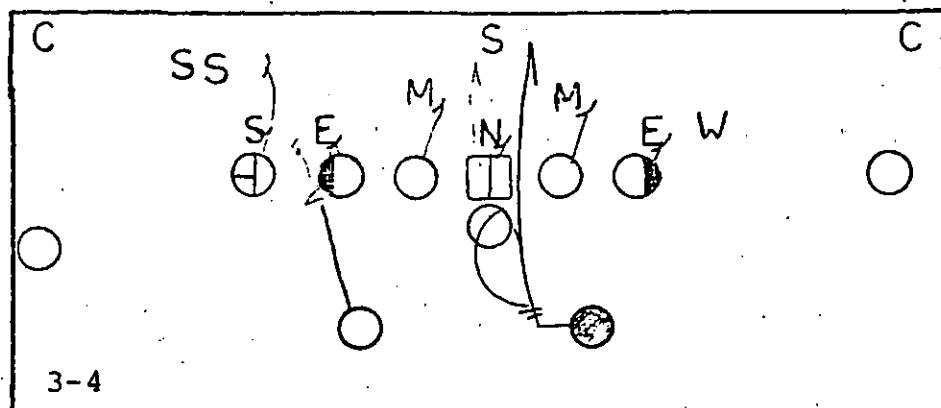
QB Reverse - hand as deep as possible to ball carrier. Note:
Ball carrier may have to go behind nose man.

BALL CARRIER Slide step with inside foot - drive to onside Guard-Center seam.
GUARD COVERED - read block on man on Guard.
BUBBLE SIDE - read block on nose man.

REMAINING BACK Drive at outside leg of offensive Tackle - DO-DAD; Possible fake toss.

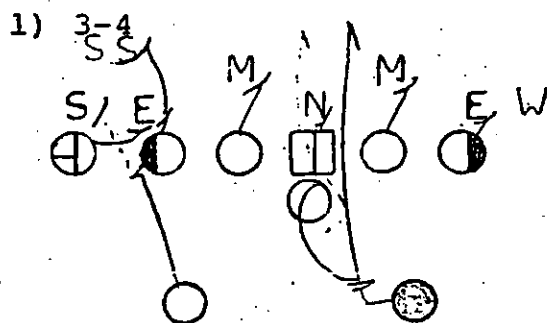
"Z" Safety your side.

"X" Safety your side.

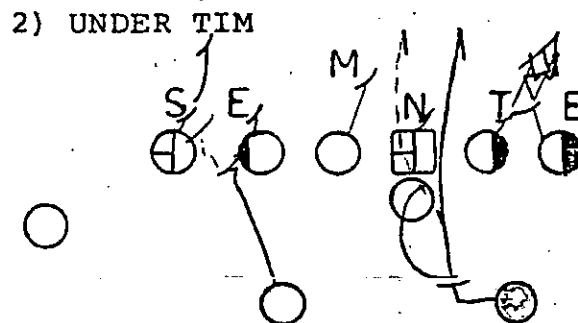


ADJUSTMENTS

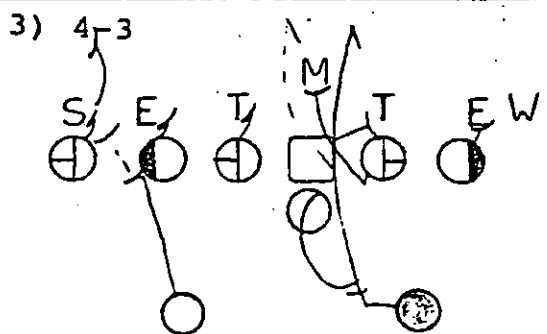
DO-DAD
STRONG SAFETY
LOCATION (SIP)



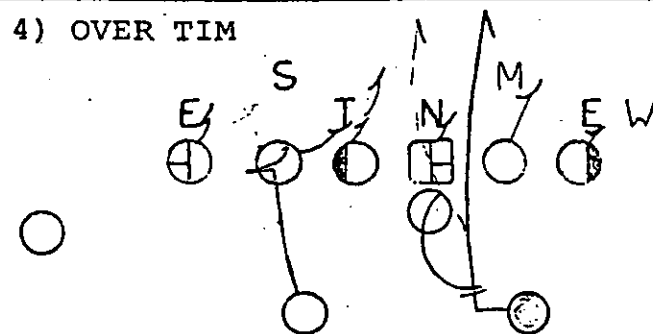
TED



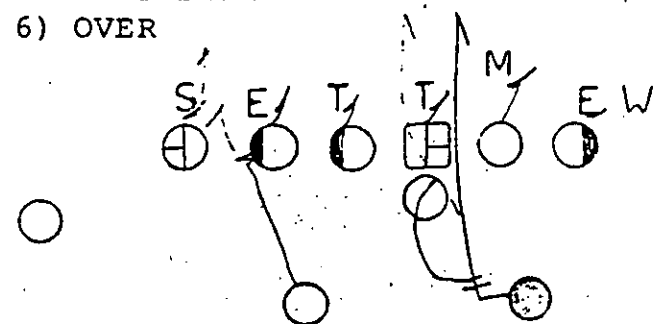
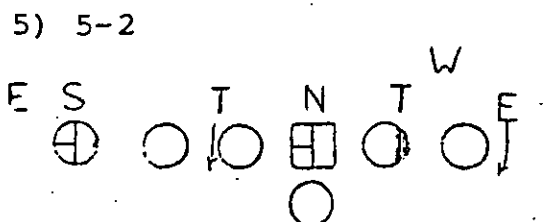
BASE AREA



SWITCH

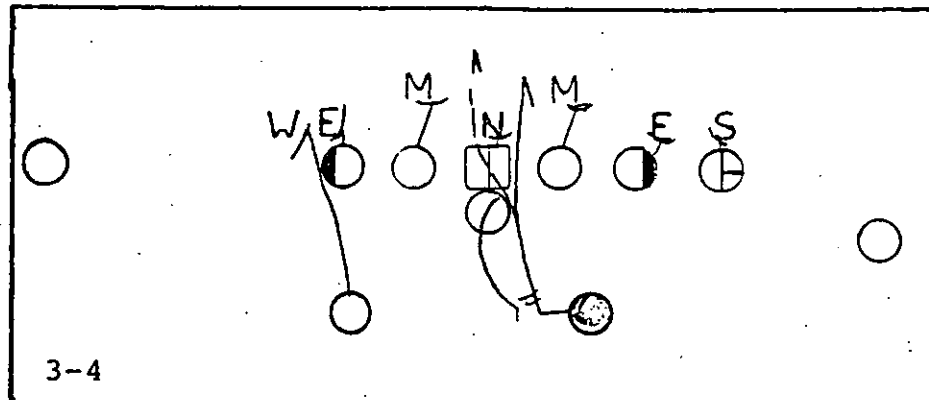


SWAP



50-51 DIVE (FAKE TOSS)

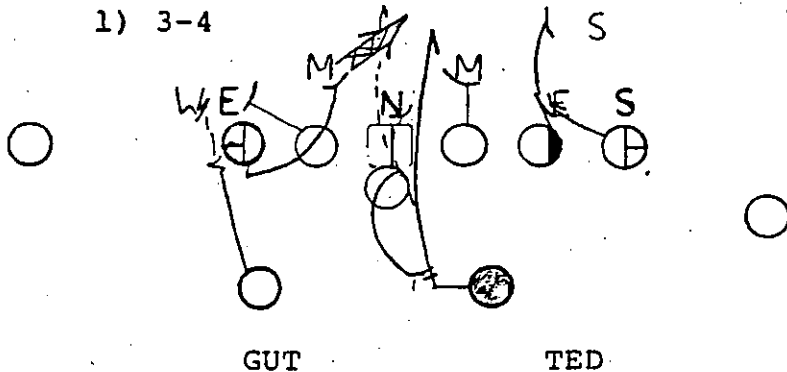
- ON T #2 - Possible Base - Ted if Strong Safety in SIP location.
- ON G #1 - Possible Base - Switch.
- C #0 - Possible Fold - Switch.
- OFF G #1 - Possible Gut - Fold. Possible Swap.
- OFF T #2 - Do-Dad - Possible Gut - Possible Swap - Ted if Strong Safety in SIP location.
- "Y" ONSIDE - #3 - Possible Ted if Strong Safety in SIP location.
OFFSIDE - Inside release, block Strong Safety - possible Ted.



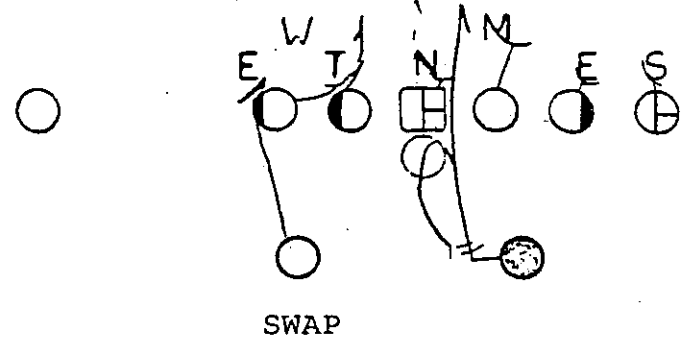
FORMATIONS

FULL	BOTH
FAR	BOTH

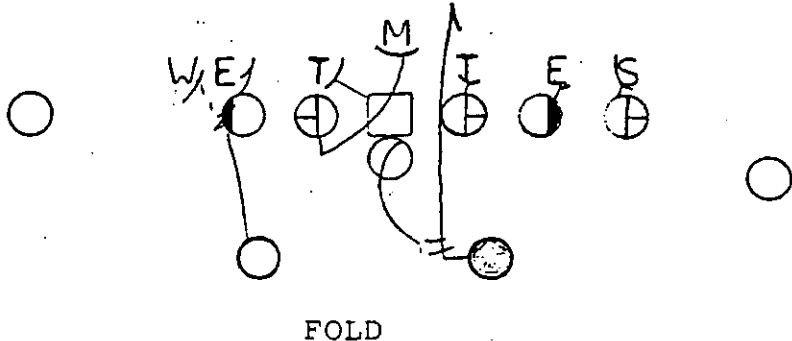
1) 3-4



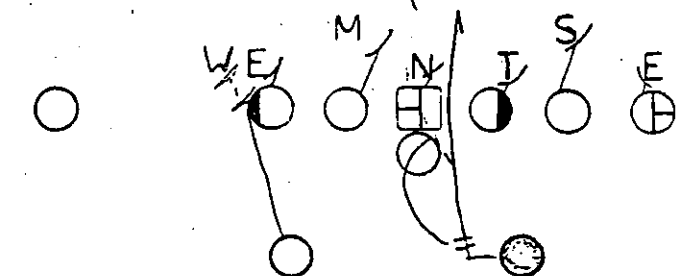
2) UNDER TIM



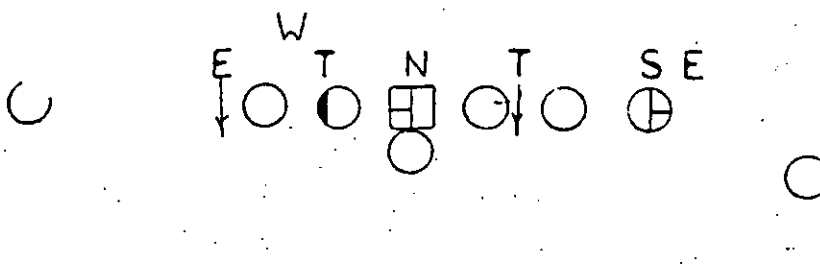
3) 4-3



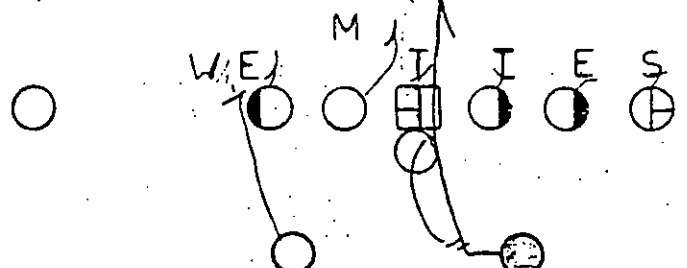
4) OVER TIM



5) 5-2



6) OVER

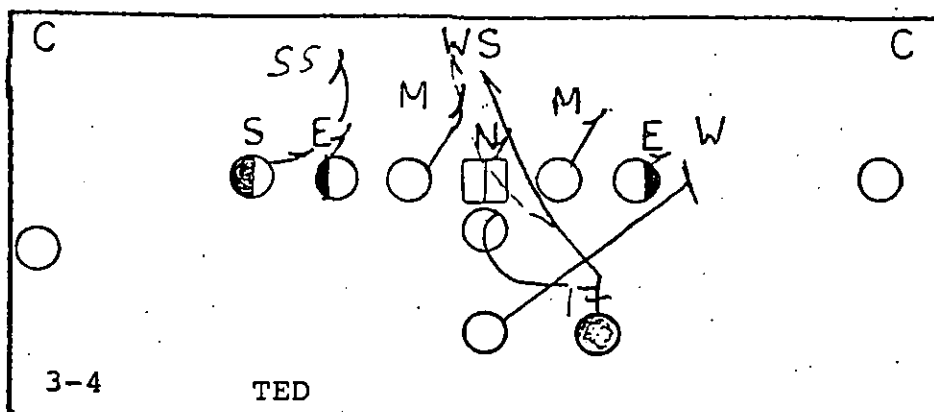


QB Reverse - hand to ball carrier.
 BALL (Align deeper and on outside leg of Guard)
 CARRIER Drive straight ahead - plant and veer to hole number.

REMAINING Weakside (away from Tight End) or in Fullback position - drive
 BACK at outside leg of offensive Tackle - block outside linebacker.
 STRONGSIDE - Drive across backfield.

"Z" Safety your side.

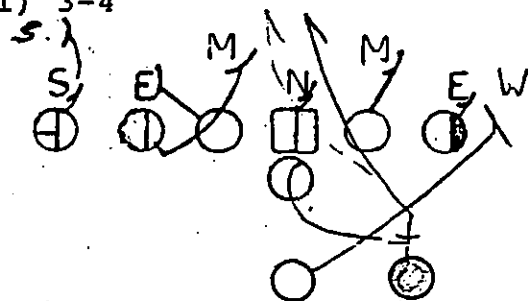
"X" Safety your side.



ADJUSTMENTS

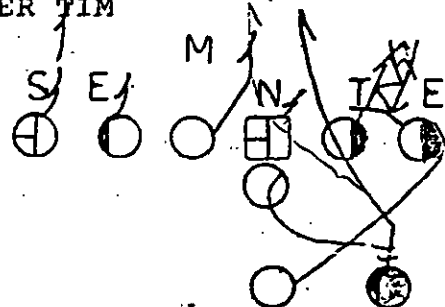
ACE-O
 STRONG SAFETY
 LOCATION

1) 3-4



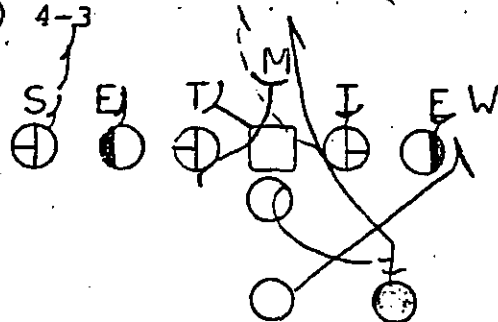
GUT

2) UNDER TIM



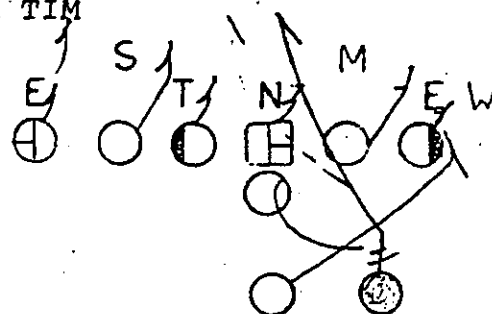
BASE AREA

3) 4-3

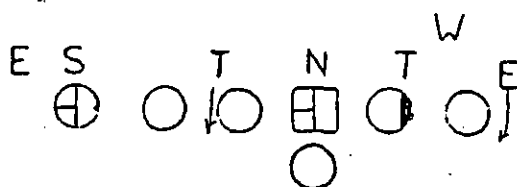


FOLD

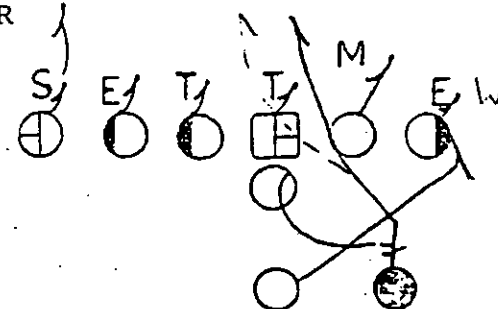
4) OVER TIM



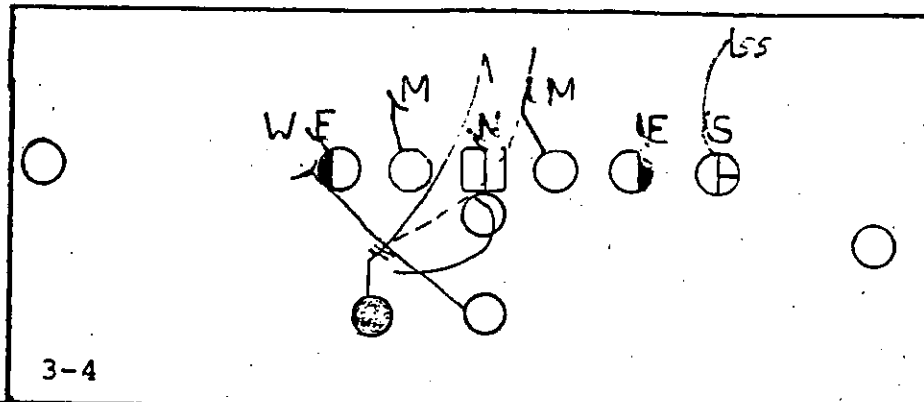
5) 5-2



6) OVER



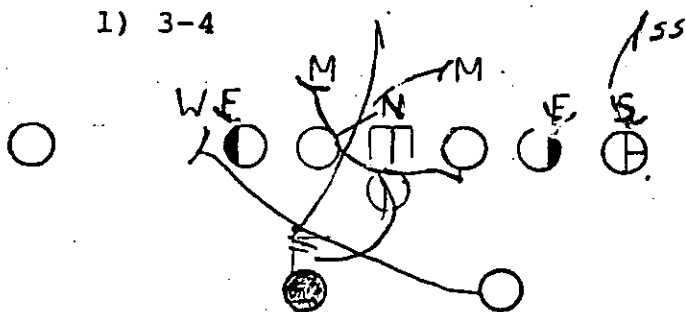
- ON T #2 - Base
- ON G #1 - Possible Switch - Base.
- C #0 - Possible Switch - Fold.
- OFF G #1 - Possible Switch - Fold - Gut.
- OFF T #2 - Possible Gut - Ted if S/S in SIP location.
- "Y" Inside release, block Strong Safety. Possible Ted if Strong Safety in SIP location.



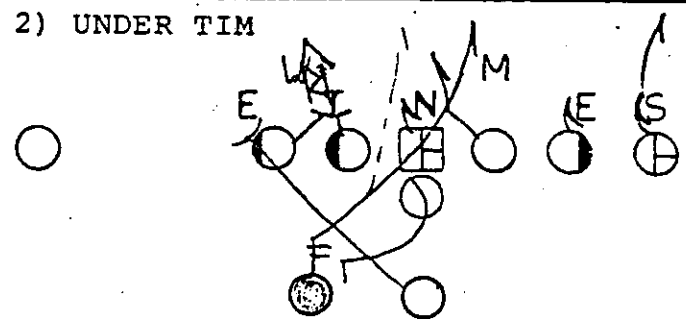
FORMATIONS

FAR	WEAK
FULL	BOTH
NEAR	STRONG

1) 3-4



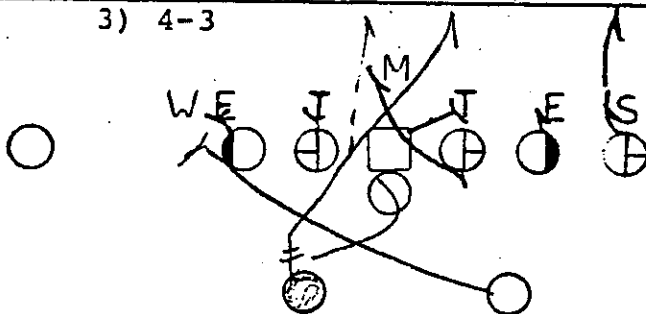
2) UNDER TIM



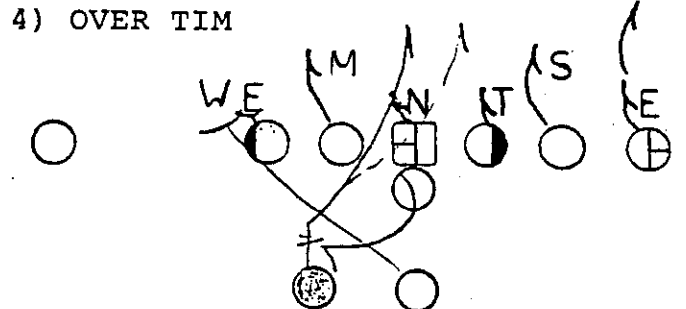
ACE AREA O

BASE AREA

3) 4-3

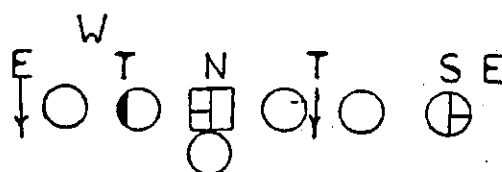


4) OVER TIM

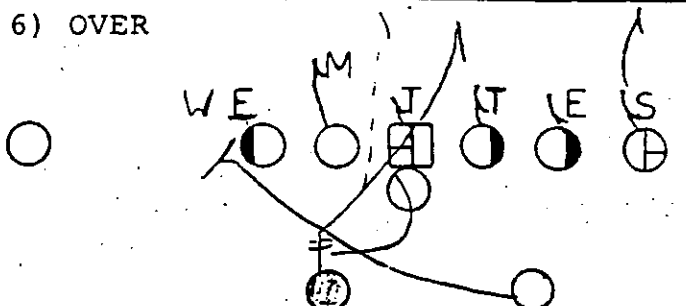


FOLD

5) 5-2



6) OVER



MASTER LIST (DRAWS)

DRAW 2-3 FULL (STRONG) (& HALF)

4-5 LAG (DRAW TO HALF)

DRAW 6-7 FULL & HALF (STRONG/WEAK)

QB Show drop back pass (drop or back pedal) hand to ball carrier behind Onside Guard.

BALL CARRIER Set in position behind Onside Guard (do not leave until you have ball).

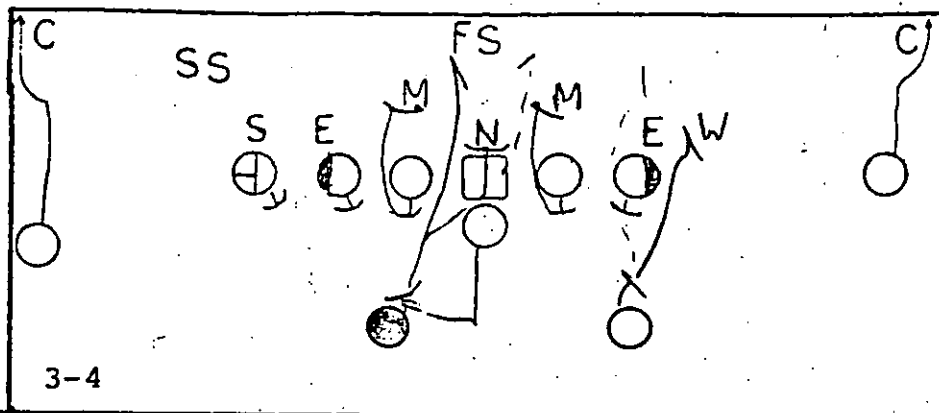
GUARD COVERED - Read block of man on Guard.

BUBBLE - Read block of man on Center.

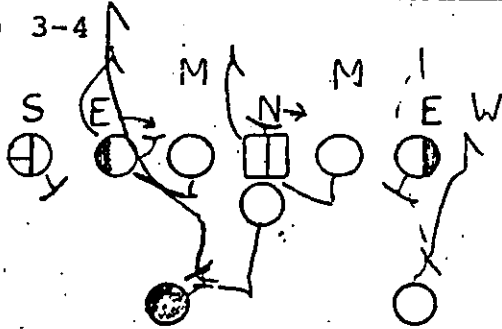
REMAINING BACK Quick set and block Will linebacker.

"Z" Run an Up (Fade vs. Rotation)

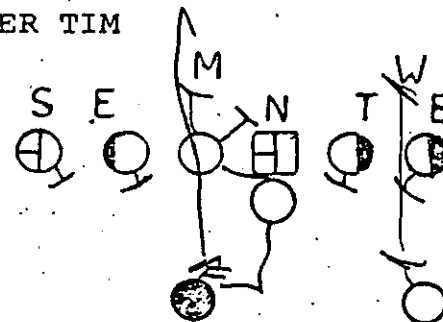
"X" Run an Up (Fade vs. Rotation)



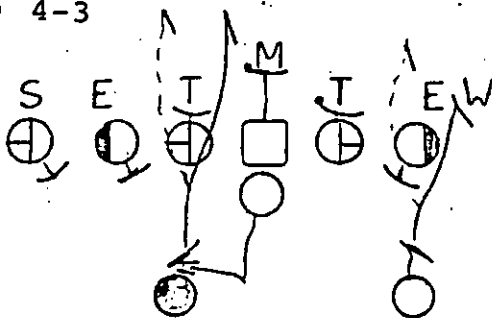
1) 3-4



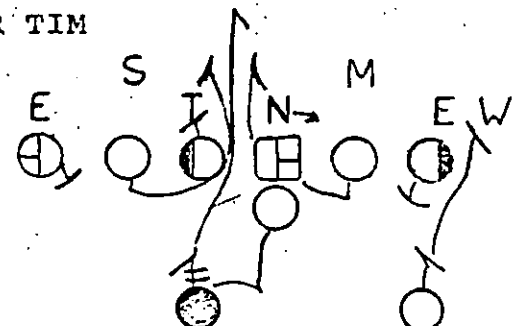
2) UNDER TIM



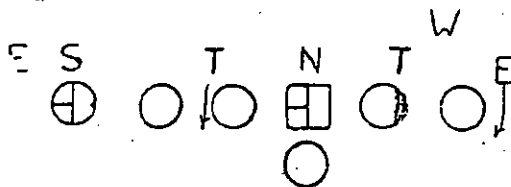
3) 4-3



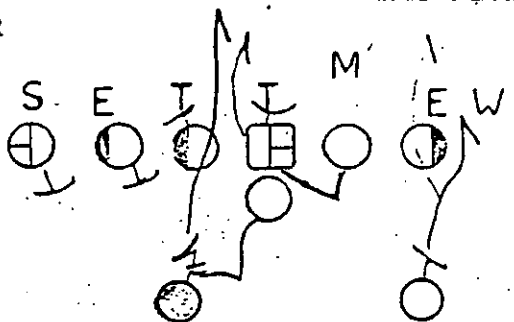
4) OVER TIM



5) 5-2



6) OVER



ON T #2 - Pass set.

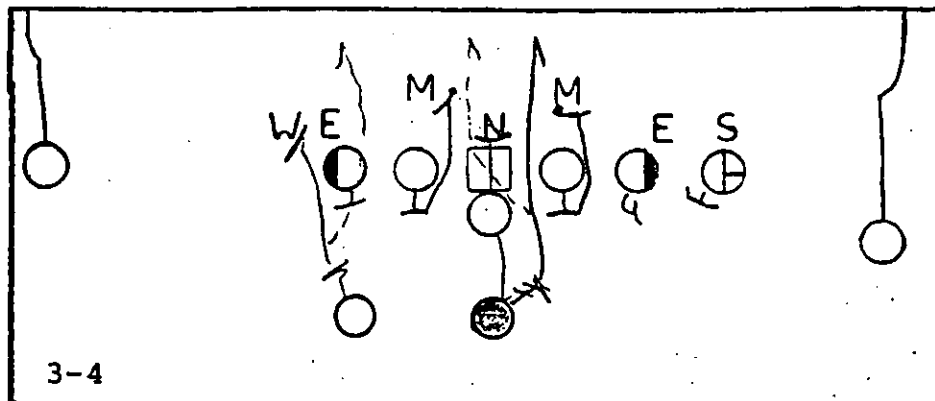
ON G #1 - Pass Set - possible Ron or Lon.

C #0 - Possible Ron-Lon. Vs. 4-3 pass set, block Mike; possible Fold

OFF G #1 - Vs. 4-3 Block your man away from hole called; possible Fold.

OFF T #2 Pass set - possible Gut (alert Ram - cut block)

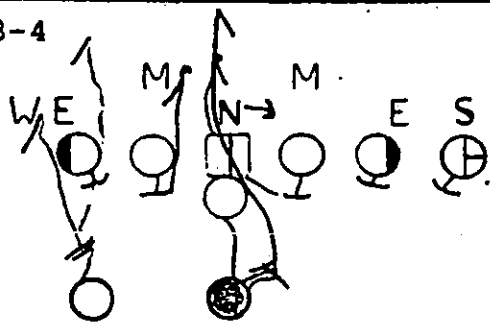
"Y" #3 - Pass set inside



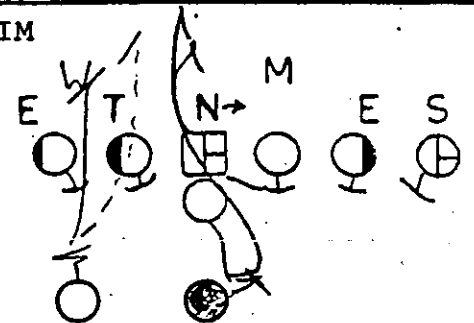
FORMATIONS

FAR	BOTH
FULL	BOTH
"I"	BOTH
(Half)	

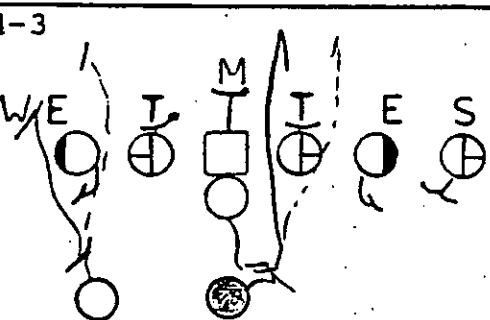
1) 3-4



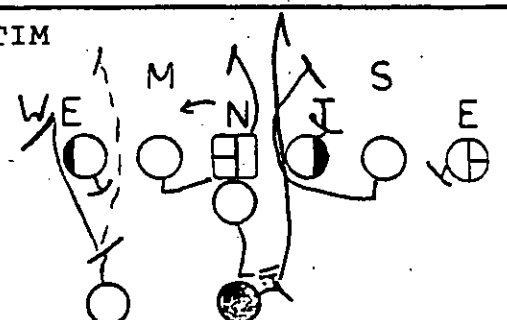
2) UNDER TIM



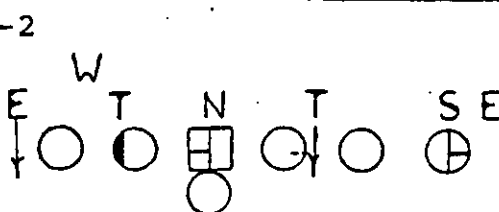
3) 4-3



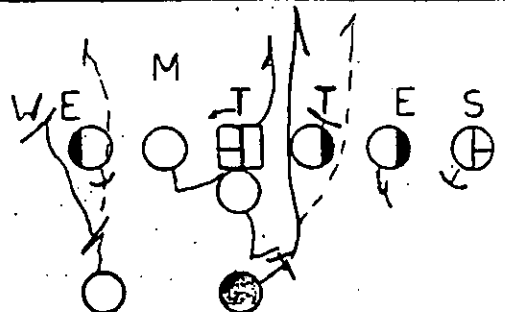
4) OVER TIM



5) 5-2



6) OVER



QB Reverse - slight roll for handoff to Halfback (can be run LAG ISO).

BALL CARRIER Set in position behind Onside Guard (Do not leave until you have ball.)

GUARD COVERED - Read block of man on Guard.

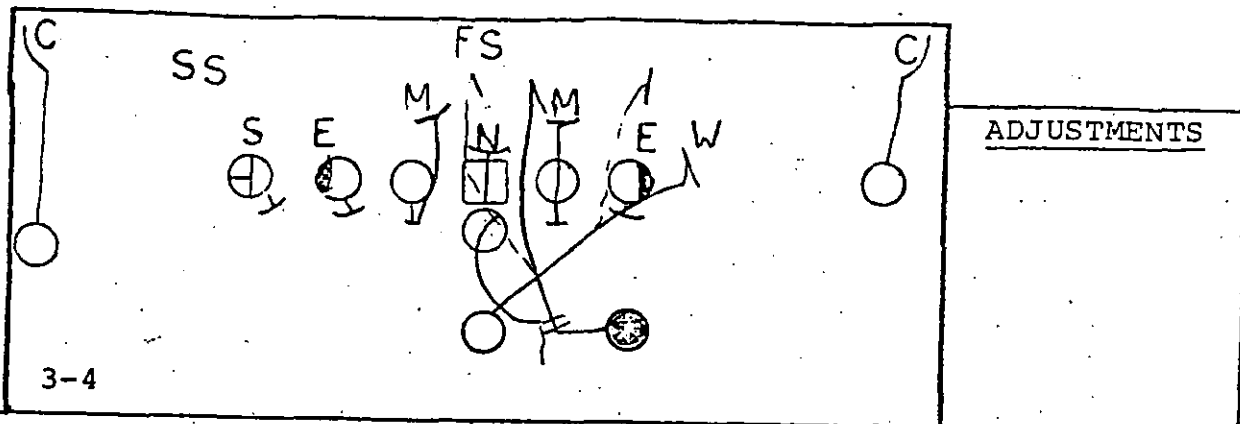
ISO - BUBBLE - Read block of man on Center.

REMAINING BACK Drive at inside leg offensive Tackle, block Will linebacker (Vs. Tim, block Mac linebacker).

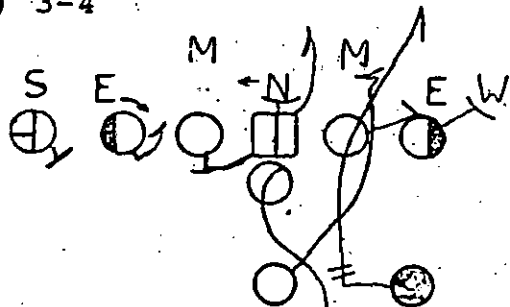
ISO - Read block on man on Center (block Mac linebacker).

"Z" Run an Up (Fade vs. Rotation)

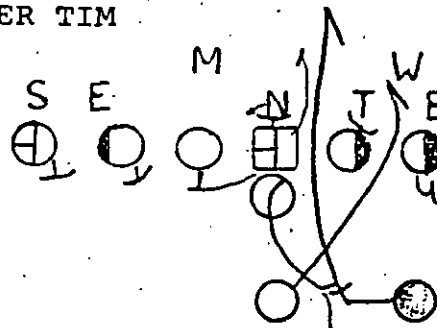
"X" Run an Up (Fade vs. Rotation)



1) 3-4

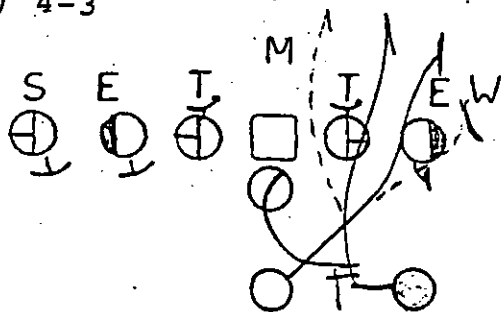


2) UNDER TIM

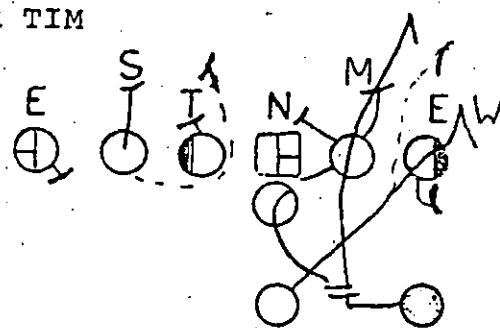


TIM CALL

3) 4-3

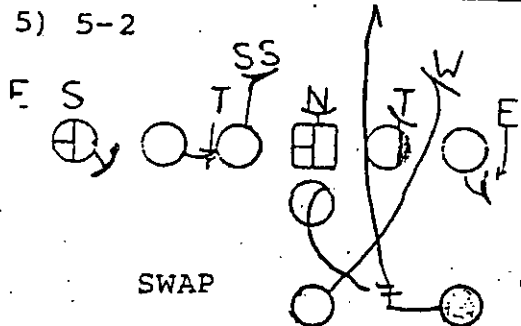


4) OVER TIM

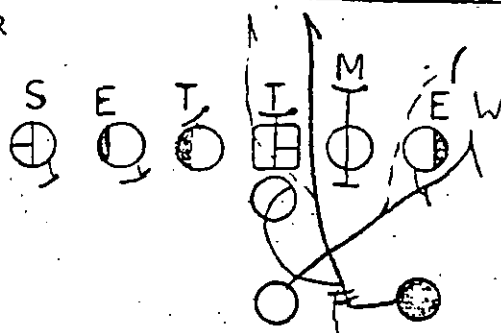


POSS. SWAP RON

5) 5-2



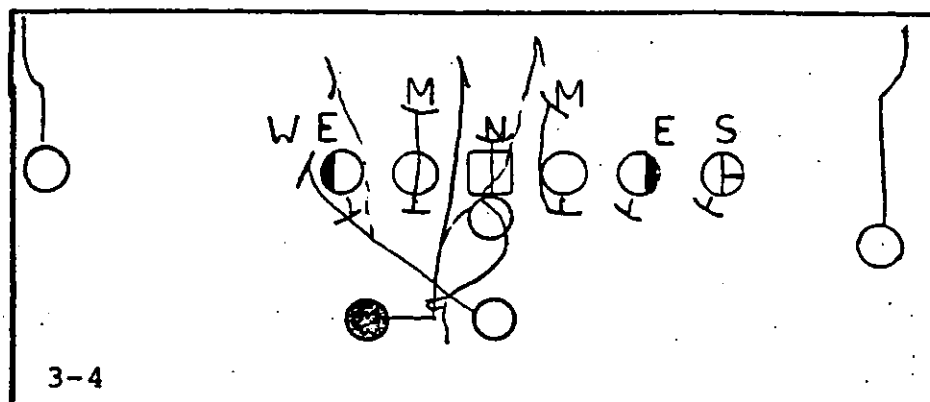
6) OVER



SWAP

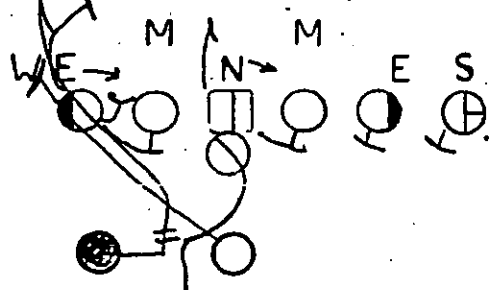
TIM CALL

- ON T #2 (block #2 in direction of charge). Possible ISO-(alert - call "Tim" vs. Tim alignment).
- ON G #1 - Vs. 3-4 Short Set - possible ISO. Vs. 4-3 - block #1 in direction of charge. (Alert for "Tim" call.)
- C #0 - Possible Ron or Lon. Vs. 4-3 - pass set, block Mike. Possible Fold.
- OFF G #1 - Vs. 4-3 - block #1 away from hole called - possible Fold.
- OFF T #2 - Pass set. Possible Gut (alert Ram - cut block).
- "Y" #3 - Pass set inside.

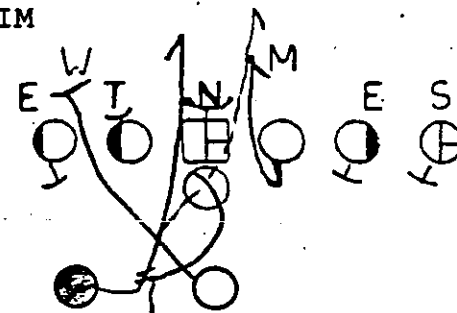


FORMATIONS	
FAR	WEAKSIDE
"I"	WEAKSIDE
NEAR	STRONGSIDE

1) 3-4

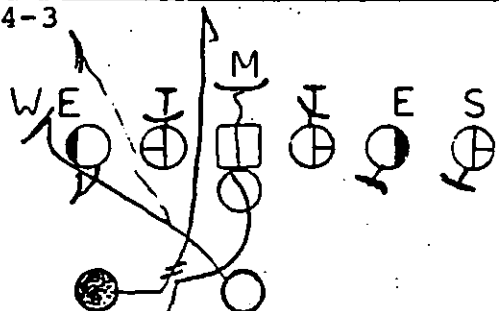


2) UNDER TIM

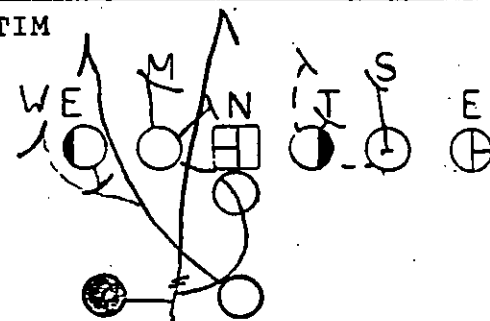


TIM CALL

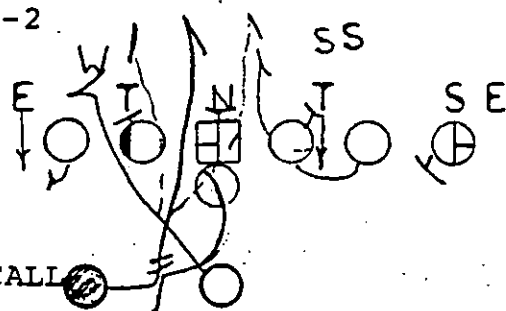
3) 4-3



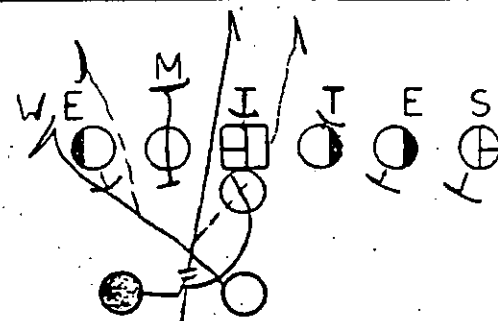
4) OVER TIM



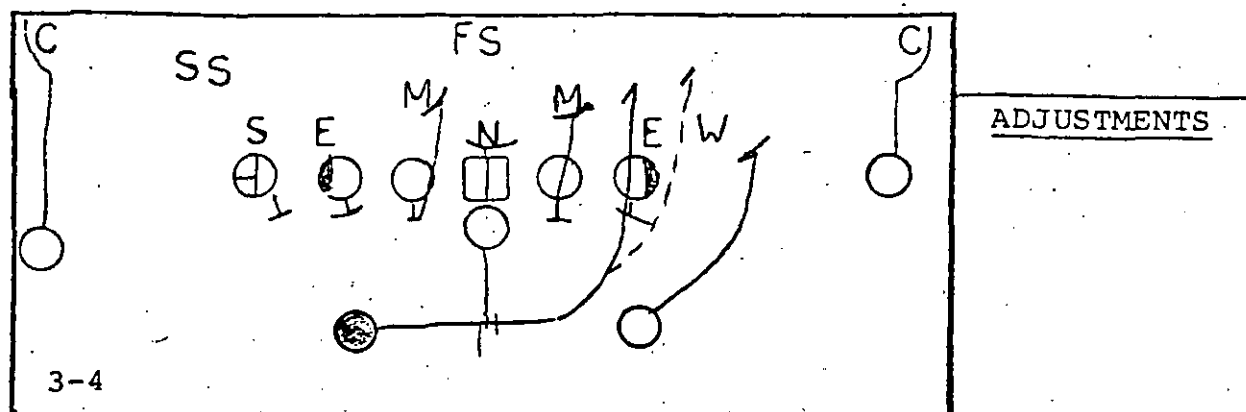
5) 5-2



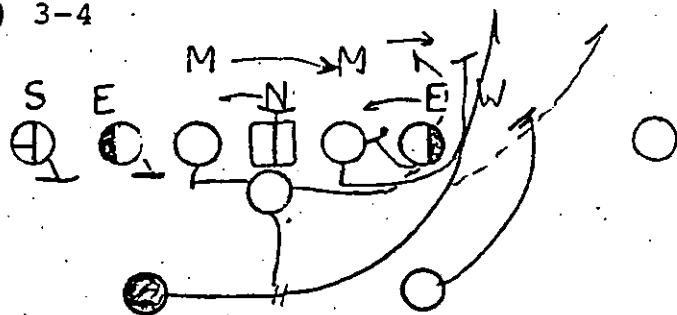
6) OVER



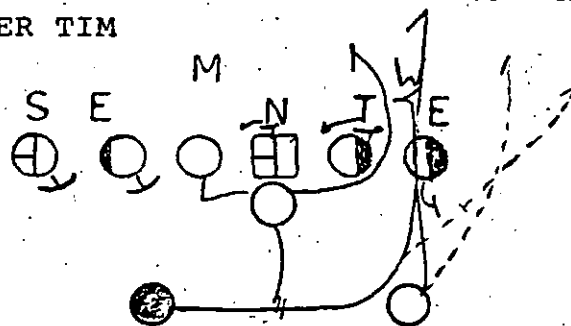
- QB Show drop back pass (drop or back pedal) over handoff to ball carrier.
- BALL CARRIER Set, sprint to Over handoff behind Center - read block on Outside Defensive End.
- REMAINING BACK Quick set, release on an arc - block Will.
- "Z" Run an Up (Fade vs. Rotation)
- "X" Run an Up (Fade vs. Rotation)



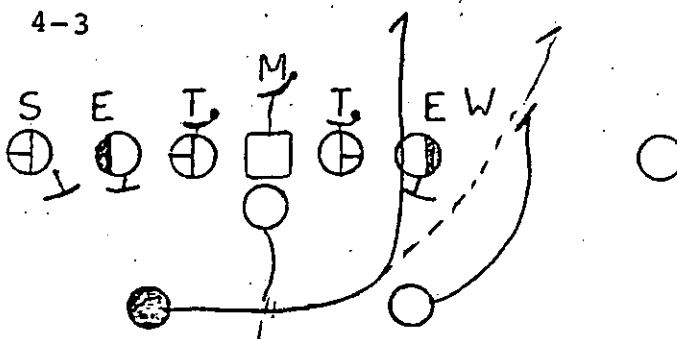
1) 3-4



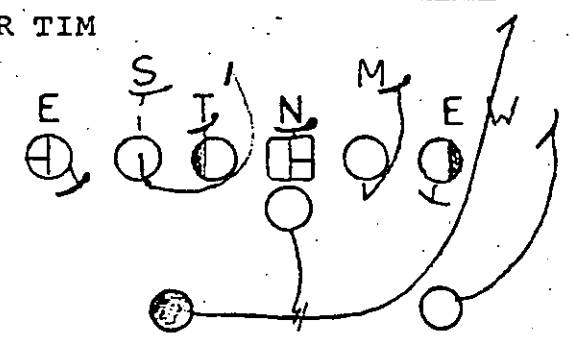
2) UNDER TIM



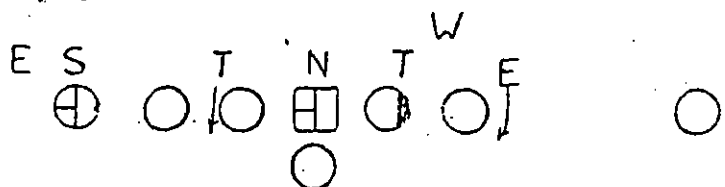
3) 4-3



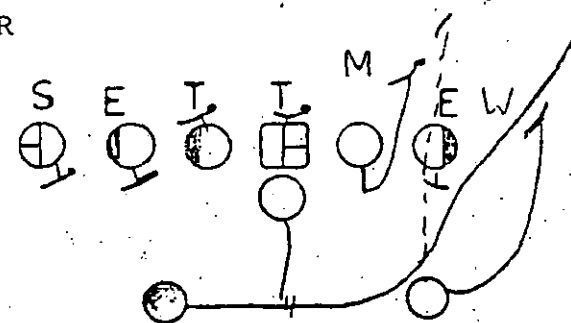
4) OVER TIM



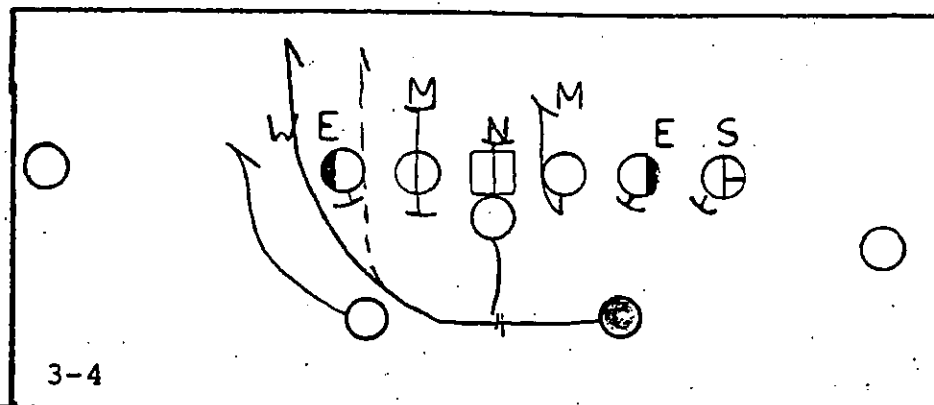
5) 5-2



6) OVER

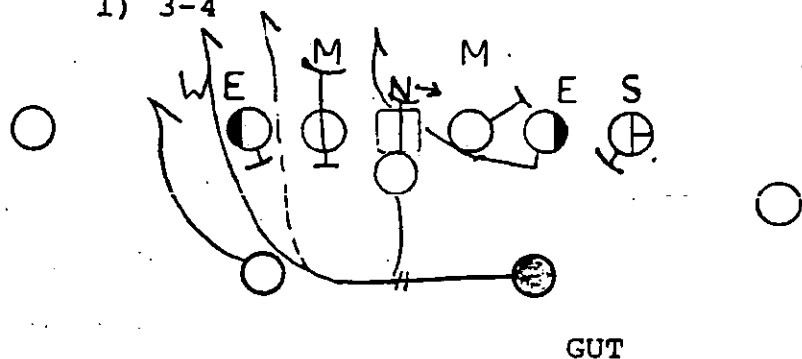


- ON T #2 - block in direction of charge (alert - call "Tim" vs. Tim alignment.)
- ON G #1 - block your man away from hole called - possible Ron or Lon (Alert for "Tim" Call.)
- C #0 - Possible Ron or Lon. Vs. 4-3 - pass set, block Mike..
- OFF G #1 - Vs. 4-3 block your man away from hole called. (Alert for "Tim" call. Possible Gut)
- OFF T #2 - Pass set. Possible Gut (alert Ram - cut block).
- "Y" #3 - Pass set inside.

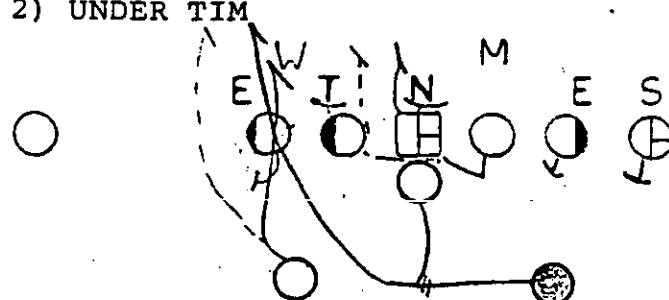


FORMATIONS
FULL BOTH

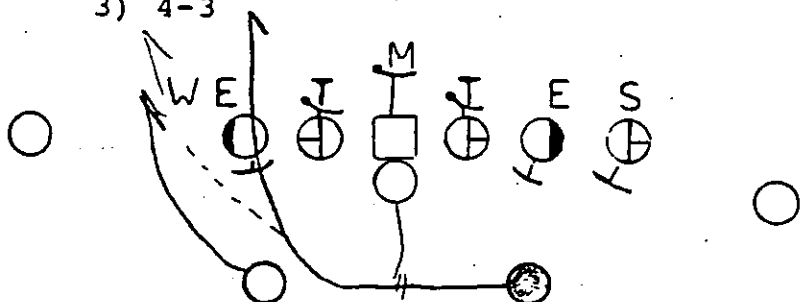
1) 3-4



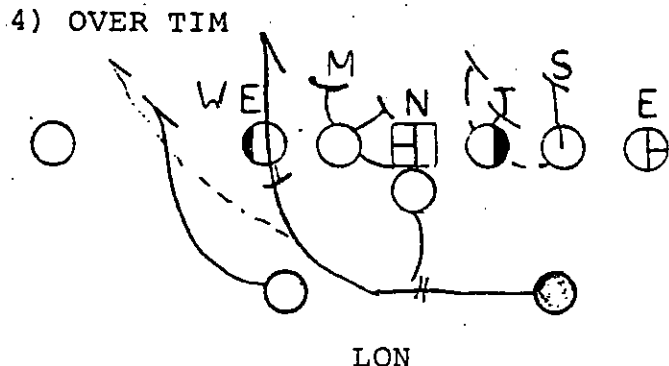
2) UNDER TIM



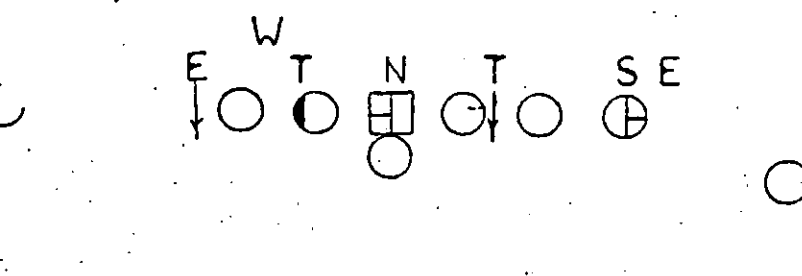
3) 4-3



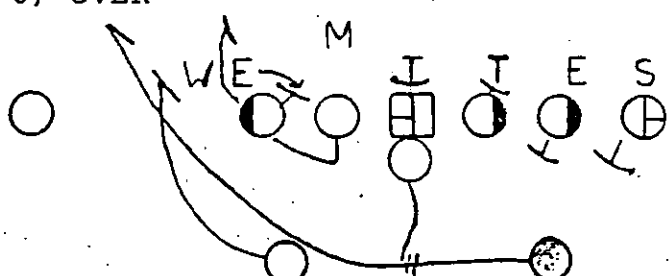
4) OVER TIM



5) 5-2



6) OVER



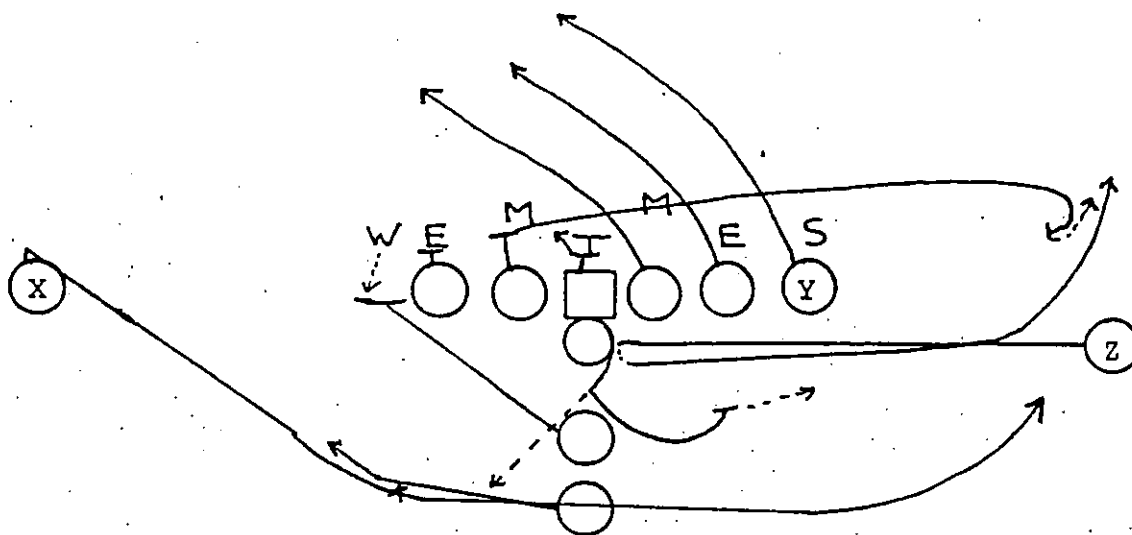
REVERSES

BASIC RULES AND TECHNIQUES

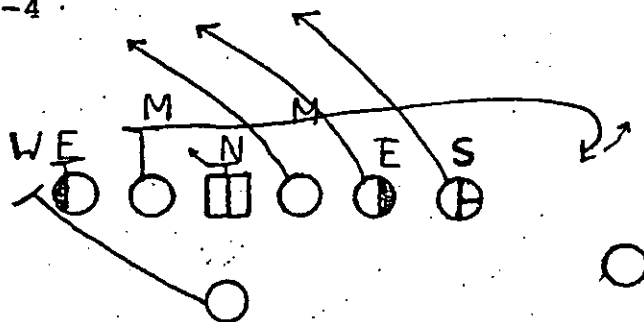
- 1) Will be run strongside mostly. Can use various types of movements with Flanker, Tight End and Backs.
- 2) The onside of the reverse direction (Right-Left) will sell out crossfield to get in front of original run play called.
EX: T 18 - X Reverse Right.
- 3) Uncovered Center or Guard, or vs. 3-4 Offside Uncovered Guard (offside of Reverse direction), will start upfield, insure block on bubble backer, then peel back for force man near line of scrimmage.
- 4) Quarterback will make handoff or Toss/Flip, HESITATE and then block first man that shows to Reverse side.
- 5) Ball Carrier (or QB) of original play called will never make adjustment to path of reverse runner for handoff. Maintain play path and let reverse runner adjust to you for handoff. This avoids making handoff too deep.
- 6) Reverse Runner - Sprint to spot 6 yards deep at handoff point, adjust to ball carrier's path for handoff. Sprint for corner and follow block of lineman in front of play.
- 7) Wide Receiver to side of Reverse (Right-Left) crossfield away from Reverse.
- 8) Slot Formation - Reverse to "X" -- Slot block man over "X" if bump and run on "X".

MASTER LIST OF REVERSES

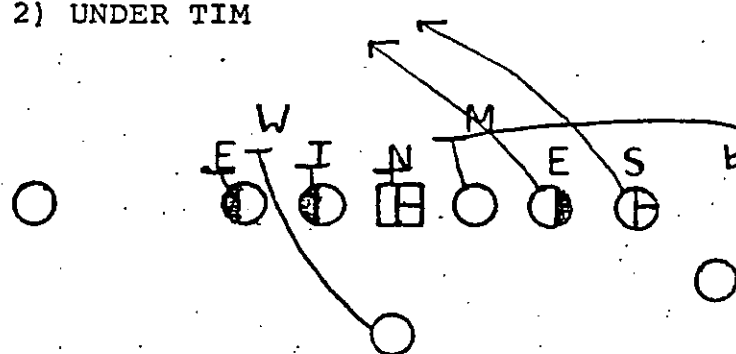
("I") Toss 18 (19)	X or Slot Reverse Right (Z Reverse Left)
(FAR) 36 (37)	X or Slot Reverse Right
(FAR) Flip 38-39	X Reverse Right
(FAR) 36 (37)	Half Reverse Right
(NEAR) Belly 48 ISO	X or Slot Reverse Right
(FULL) 49 Sweep	Z Reverse Left (<u>Odd</u> Block - no <u>solid</u> adjustment)
("I") Sprint 16	X Reverse Right
("I") 53 Lead ISO	Y Reverse Left



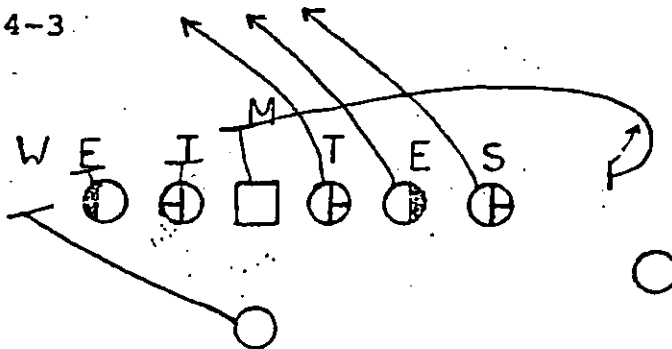
1) 3-4



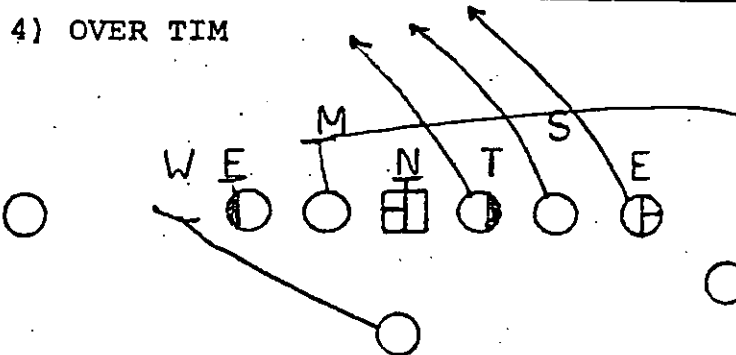
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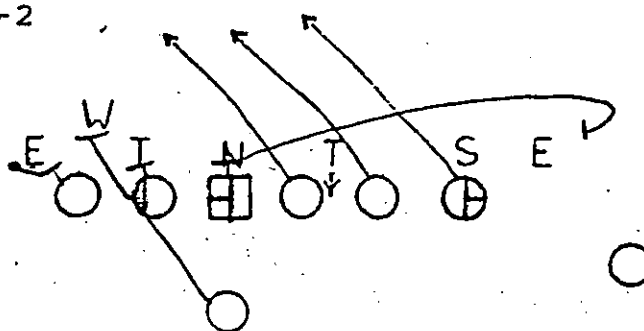
3) 4-3



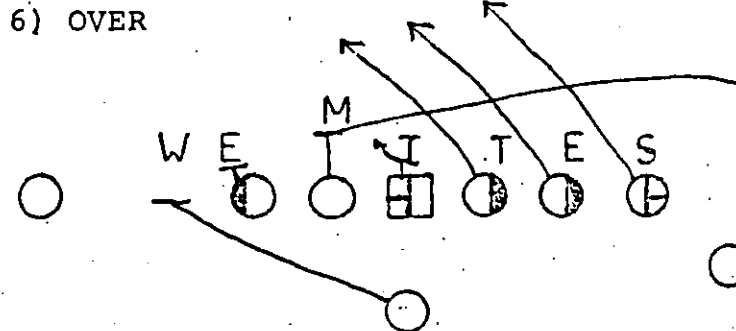
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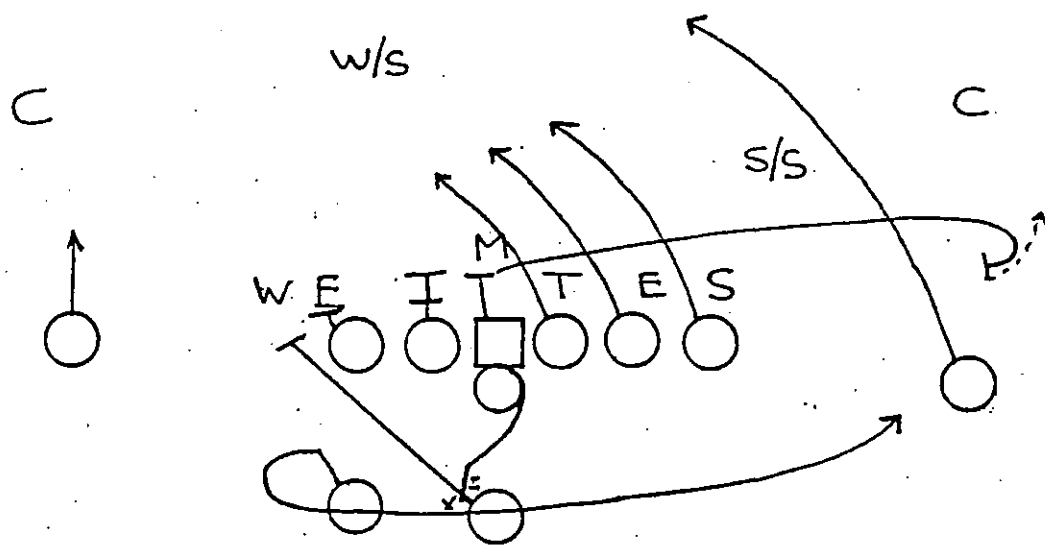


5) 5-2

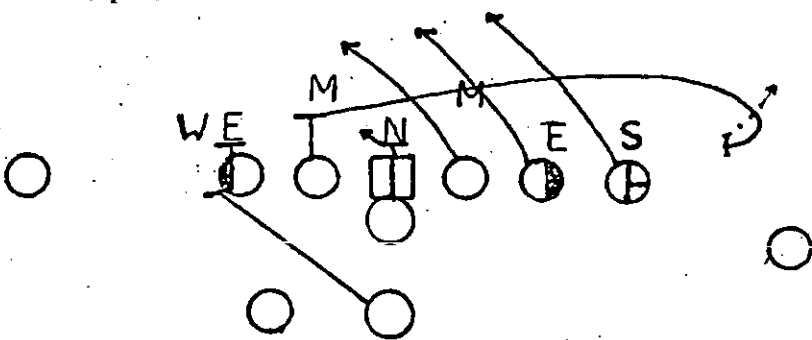


6) OVER

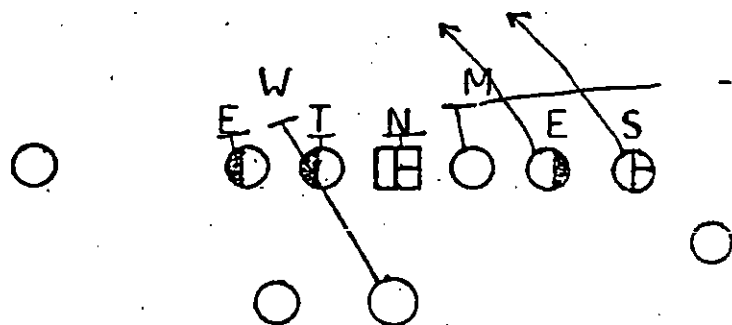




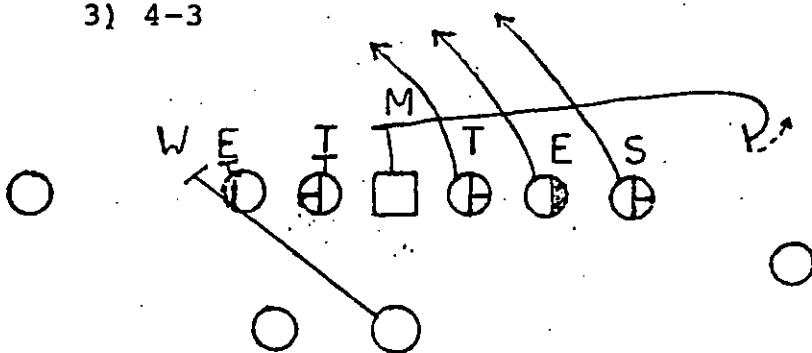
1) 3-4



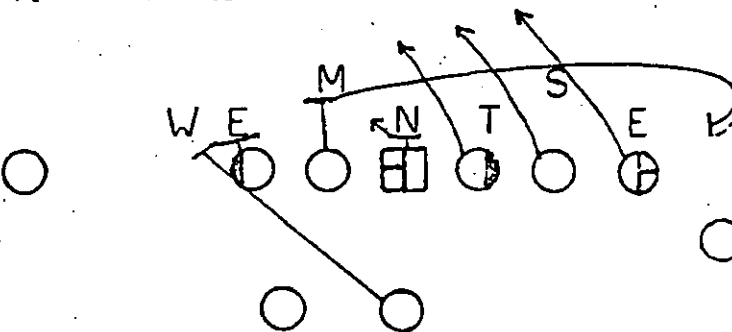
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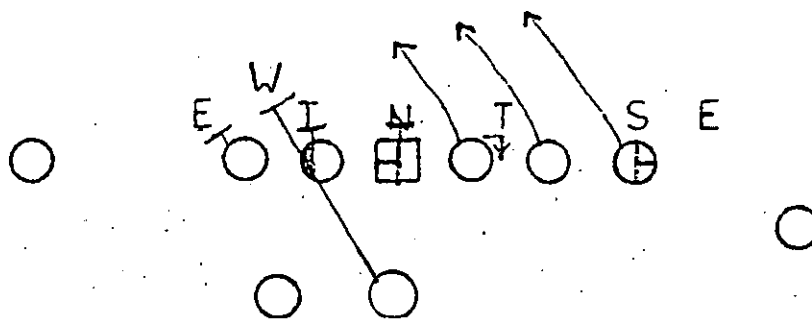
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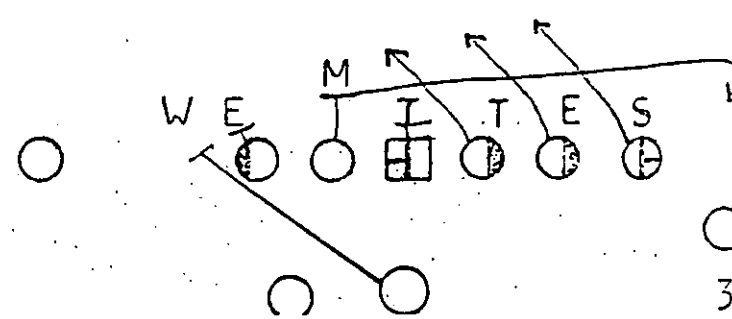
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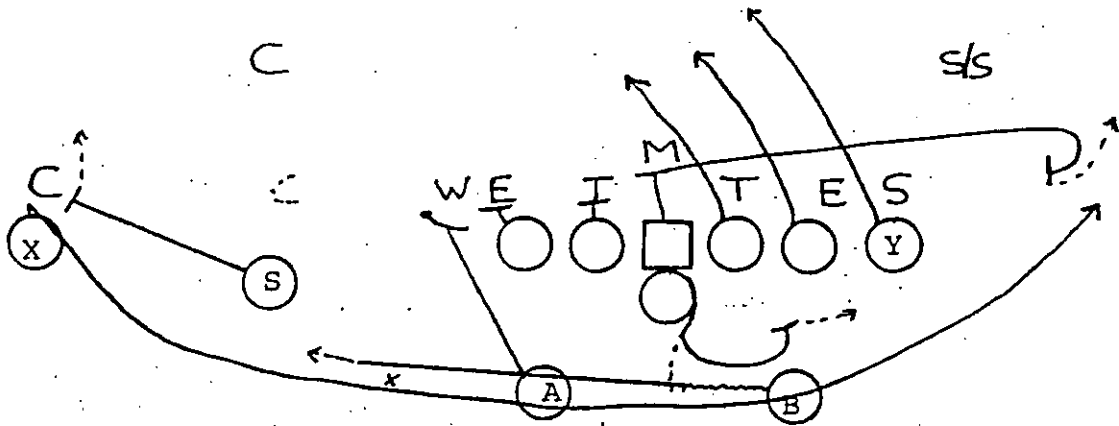
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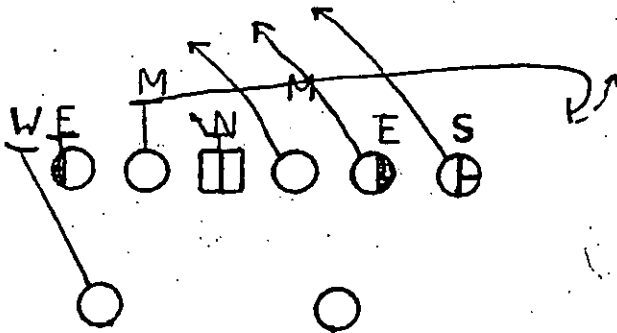
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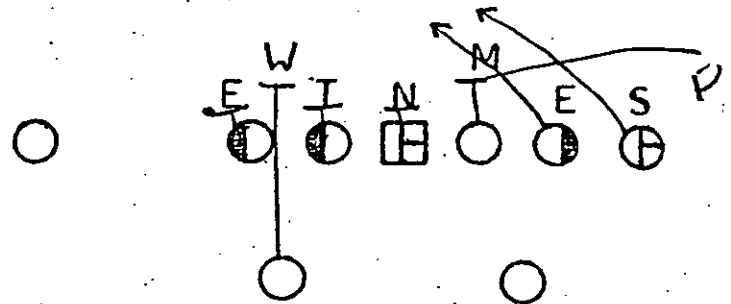
w/s



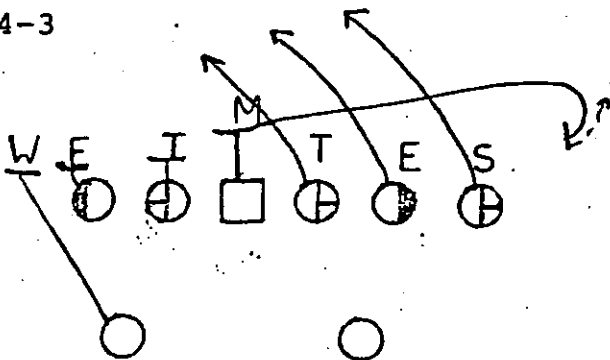
1) 3-4



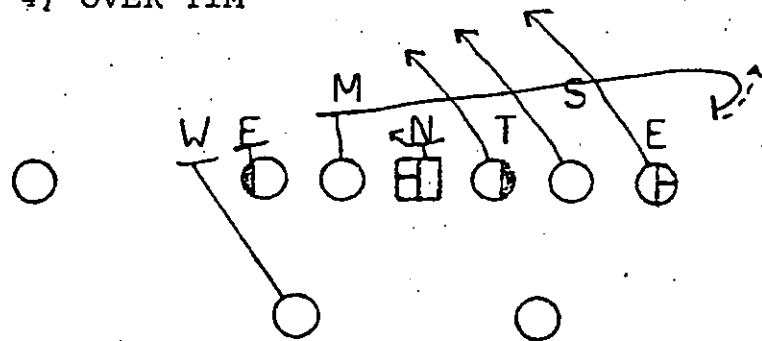
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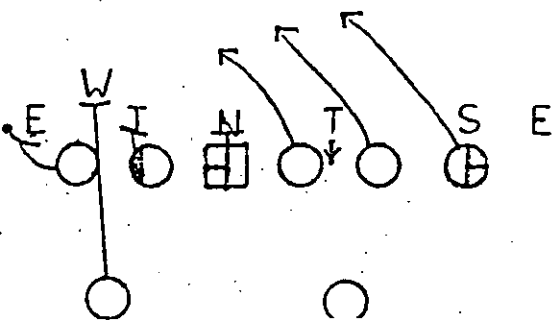
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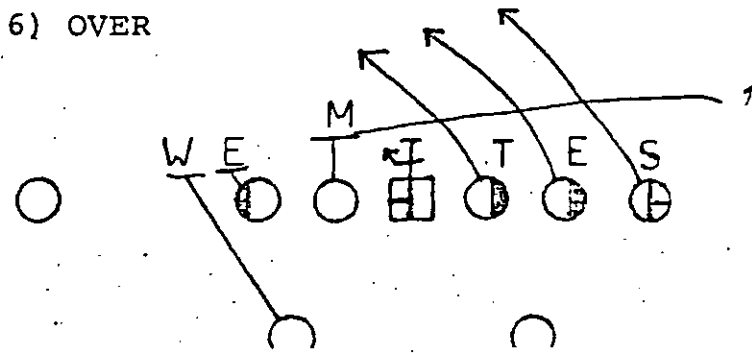
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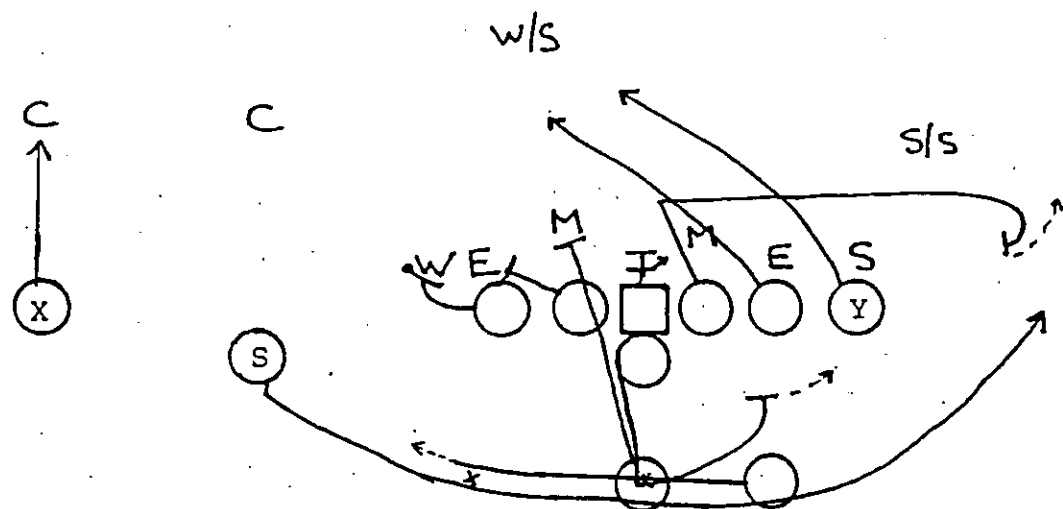


5) 5-2



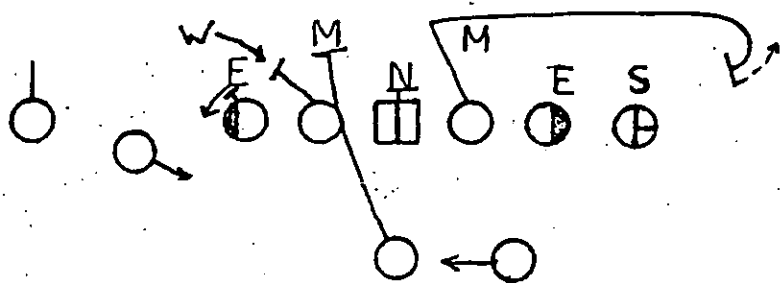
6) OVER



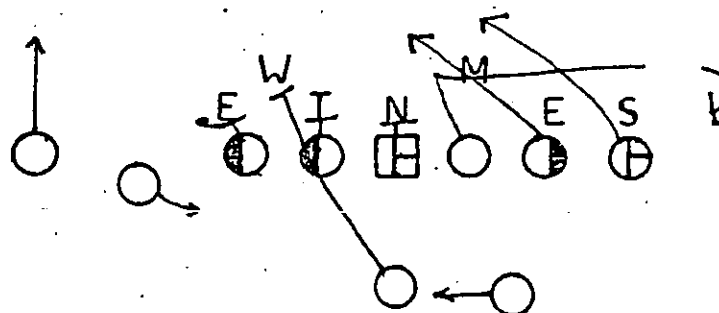


"ISO" - ONSIDE GUARD OF REVERSE DIRECTION IS OUT.

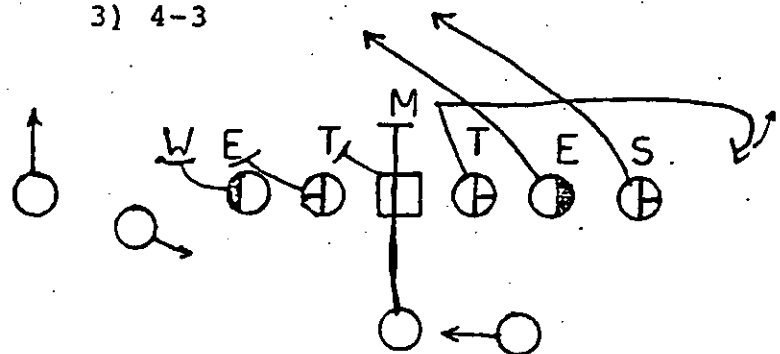
1) 3-4



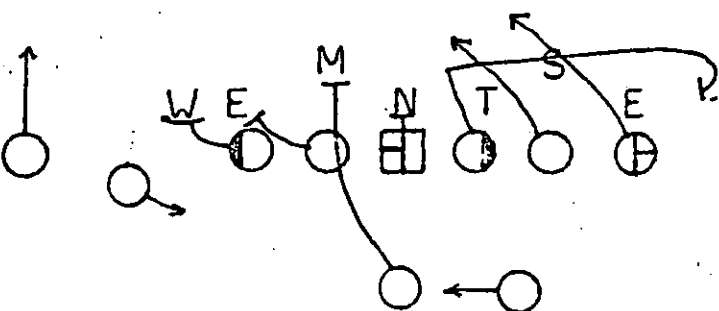
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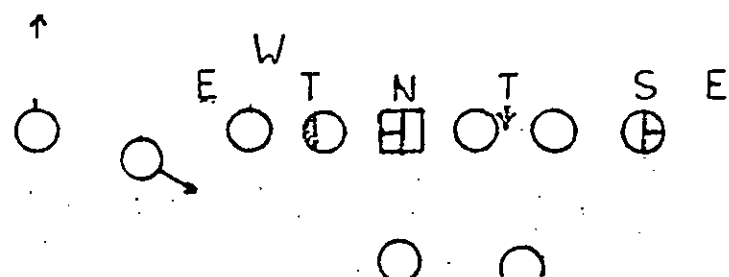
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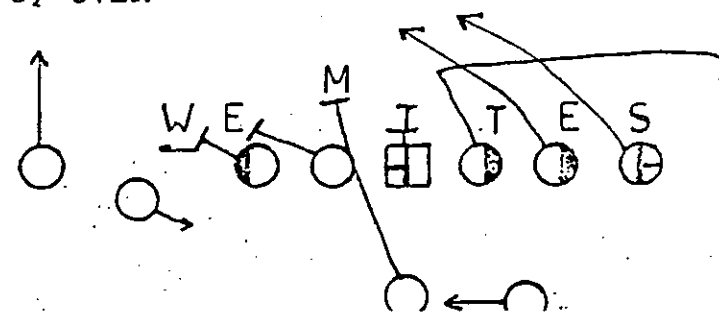
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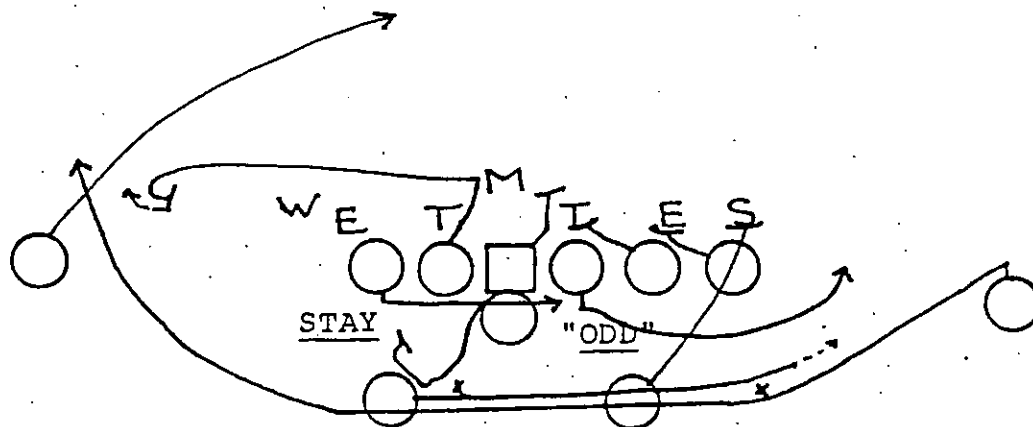


5) 5-2

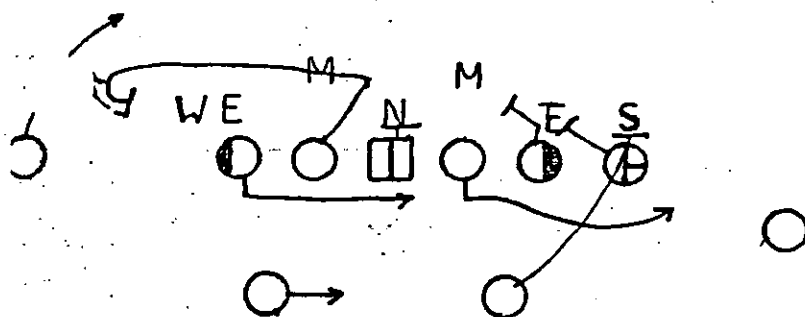


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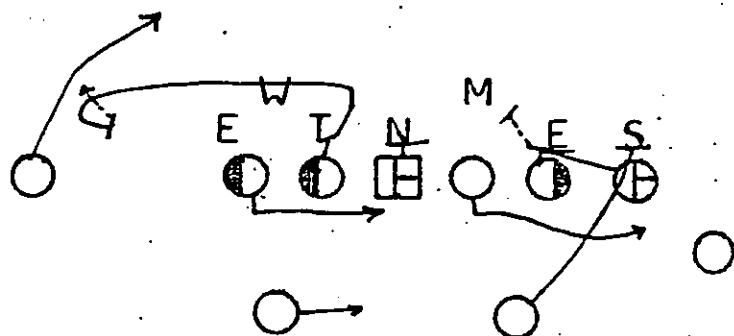




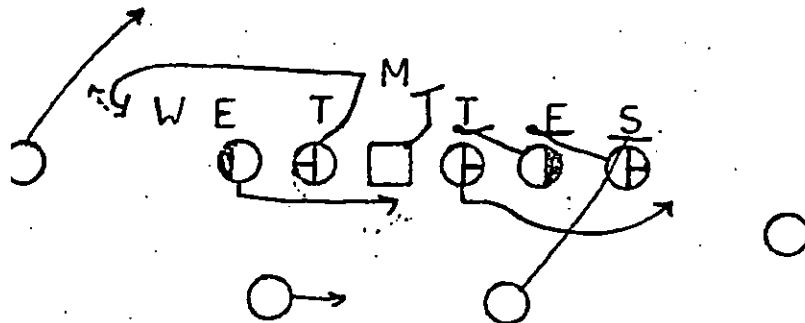
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2) UNDER TIM

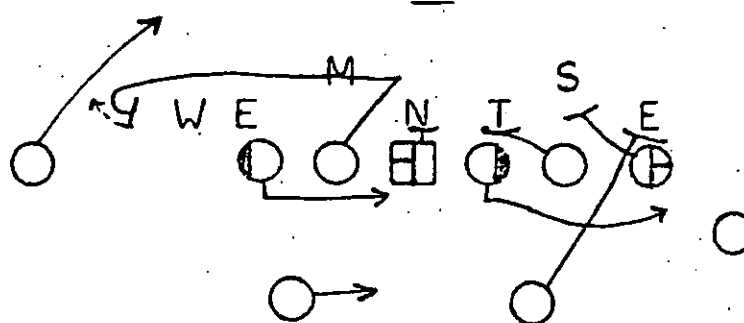


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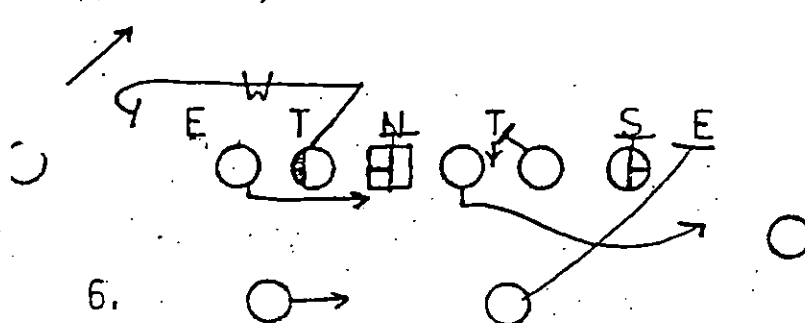


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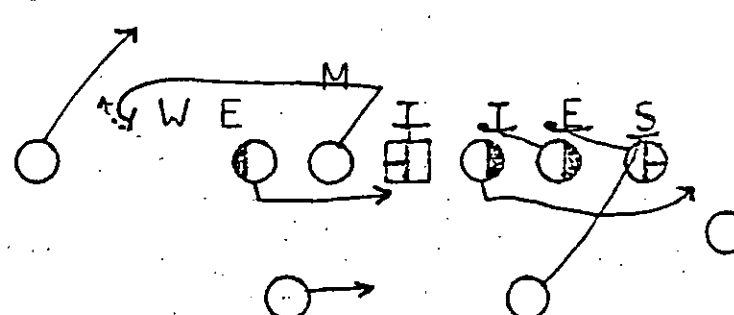
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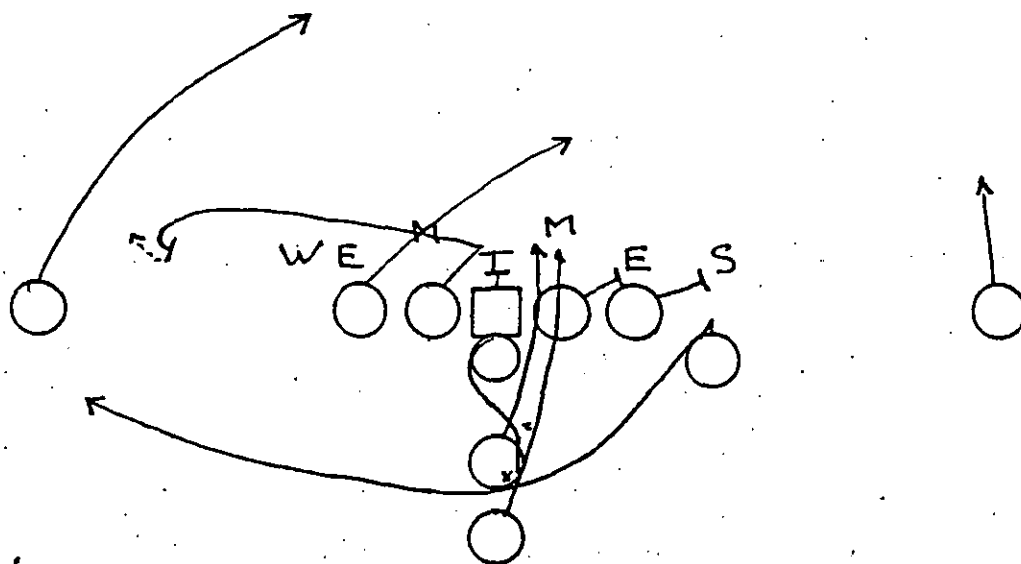


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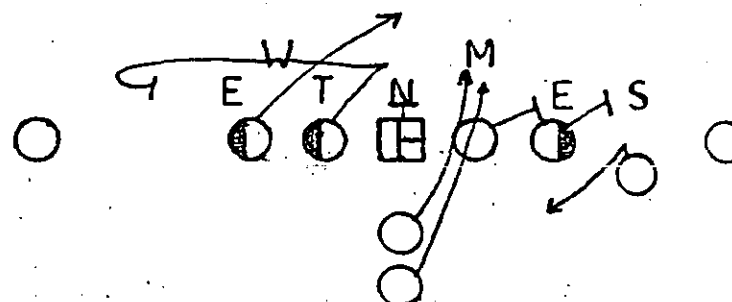
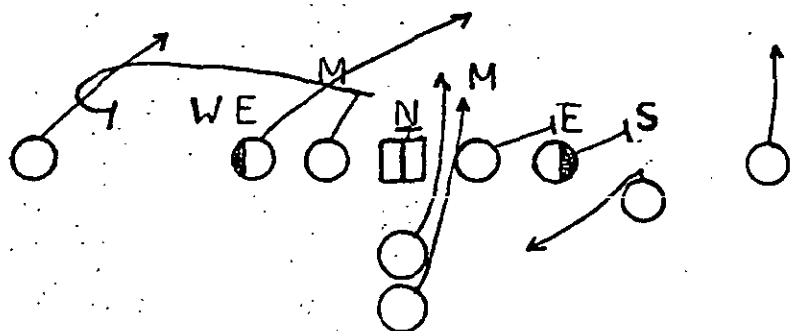
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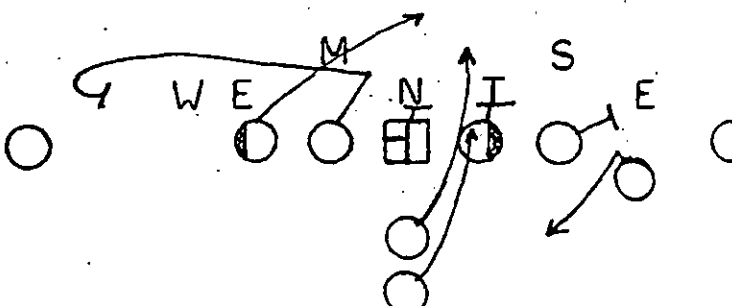
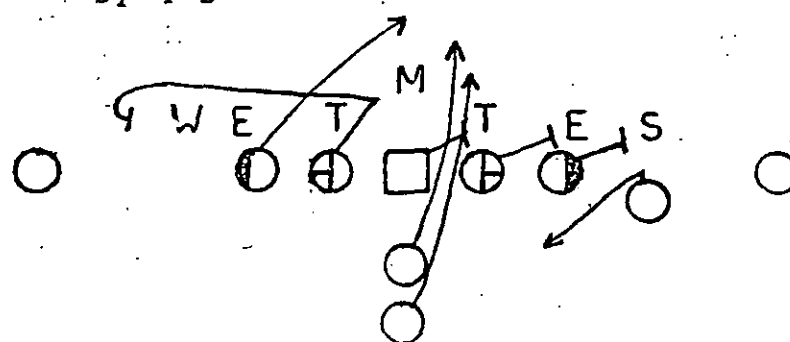
1) 3-4

2) UNDER TIM



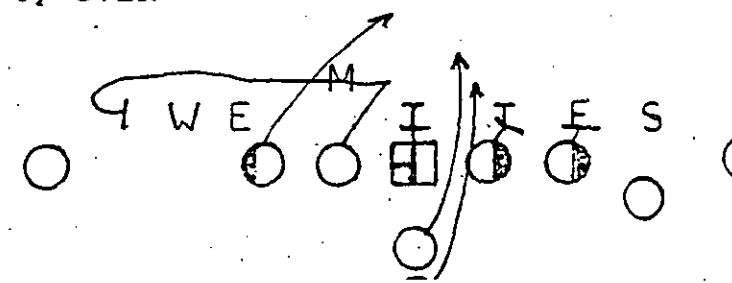
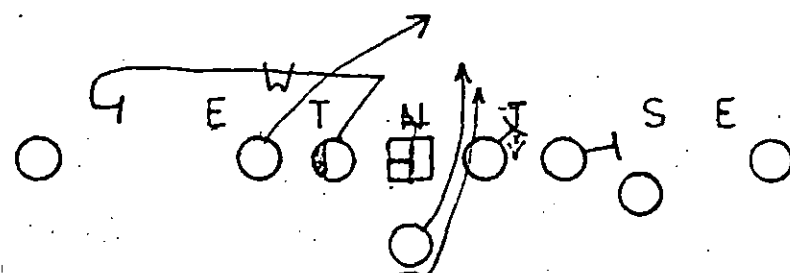
3) 4-3

4) OVER TIM



5) 5-2

6) OVER



70/COUNTER 70

A. Drop Back

70's (70 thru 79) are strongside combination passes involving "B", "Y", and "Z" with complimentary routes by "X" and "A". "A" and "B" have blocking responsibility of linebacker dog their side to designated route. The Line will use MAN Protection.

COUNTER 70 - Backs will cross and switch assignment.

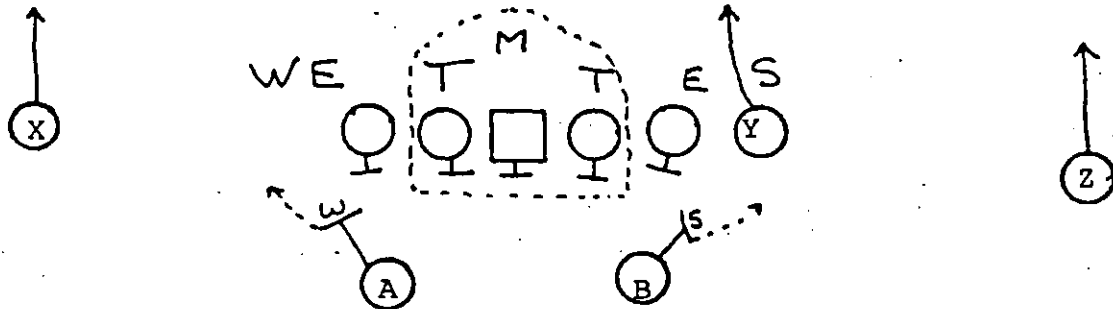
W/S

NOTE: 71/72 - QUICK PASSING

C

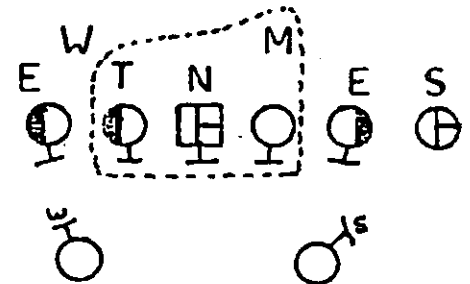
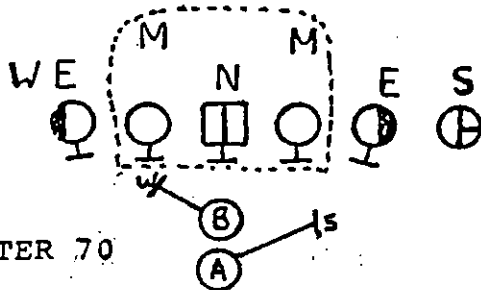
S/S

C



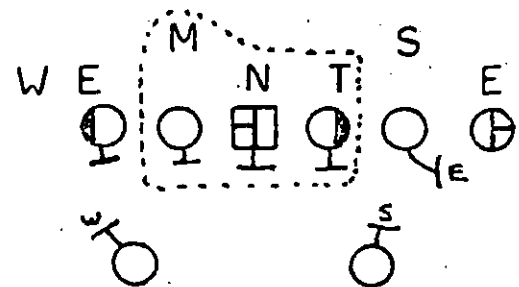
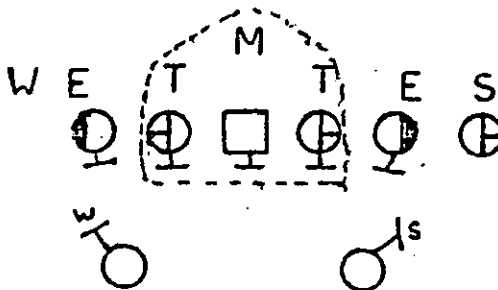
1) 3-4

2) UNDER TIM



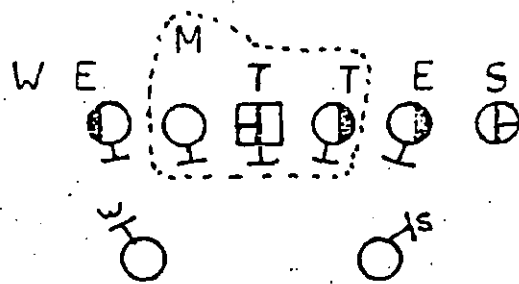
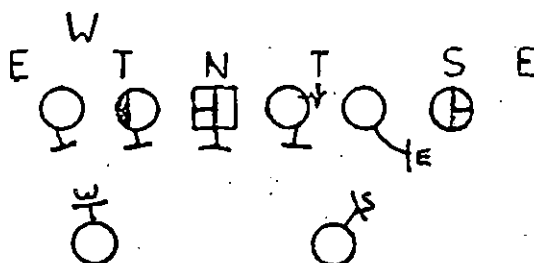
3) 4-3

4) OVER TIM



5) 5-2

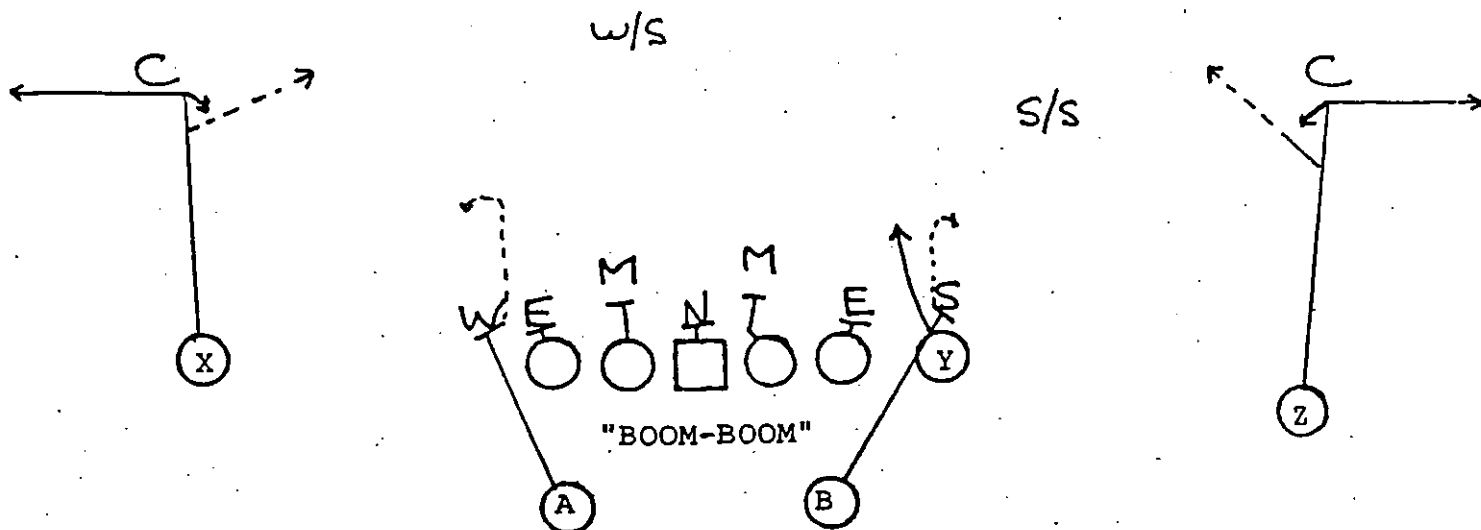
6) OVER



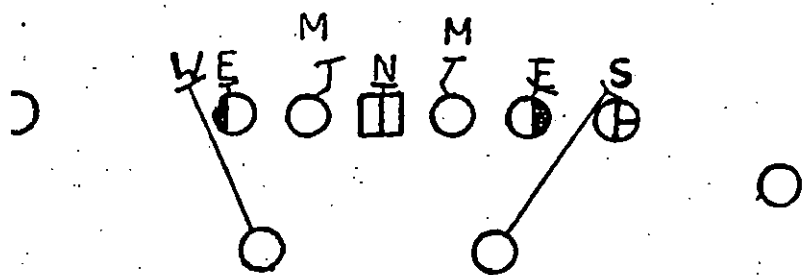
These are exception to other "70" Passes. They will be Quick Passes with 3 step drop by Quarterback. The Line and Backs will use AGGRESSIVE (Boom-Boom) MAN Protection.

71 - QUICK OUTS/HITCH

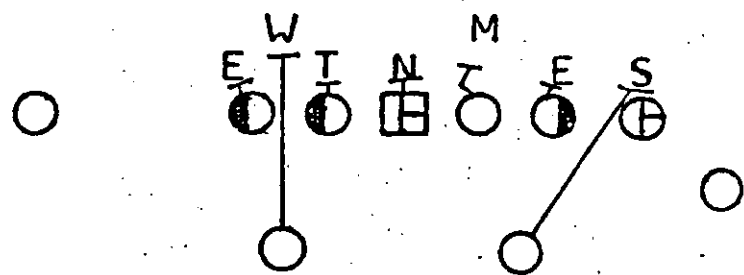
72 - QUICK SLANTS



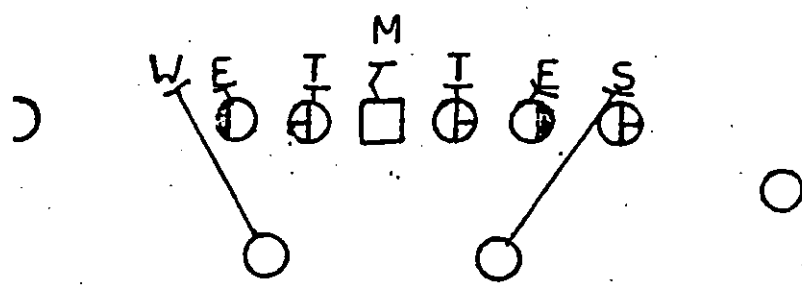
1) 3-4



2) UNDER TIM

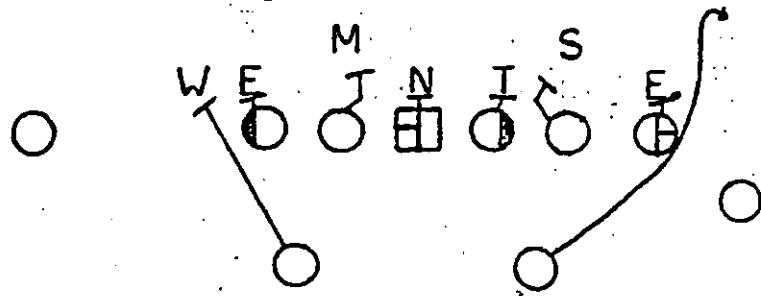


3) 4-3

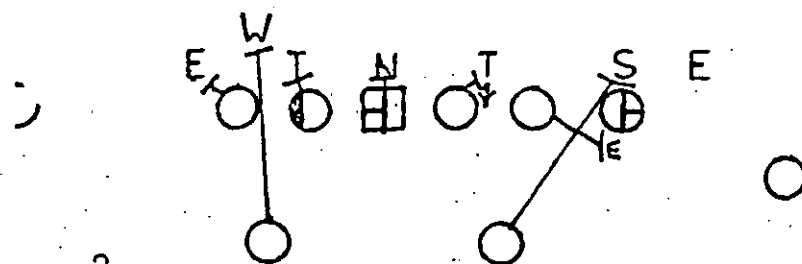


4) OVER TIM

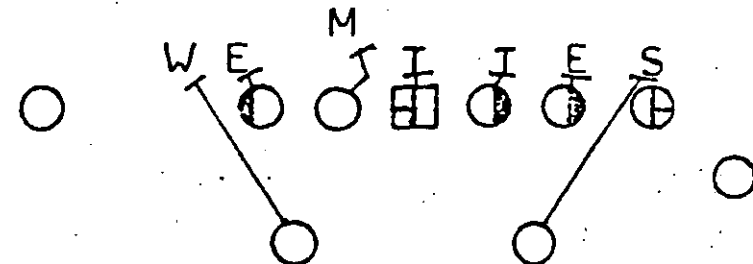
Note: Tight End block Defensive E



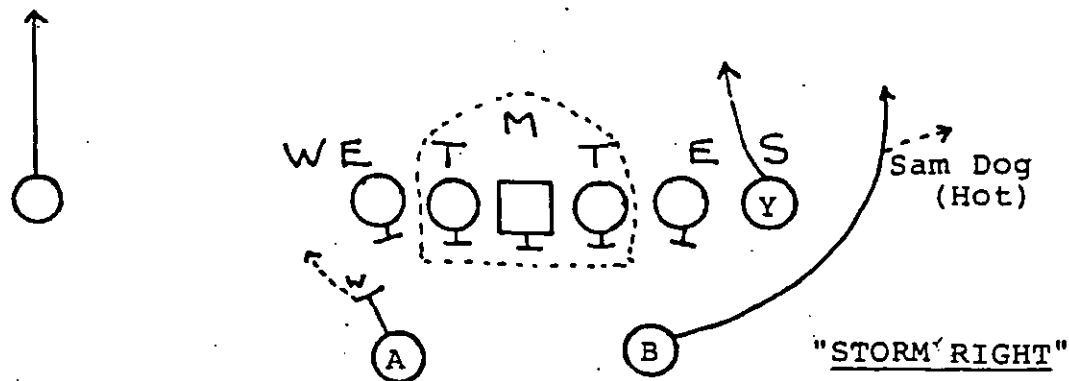
5) 5-2



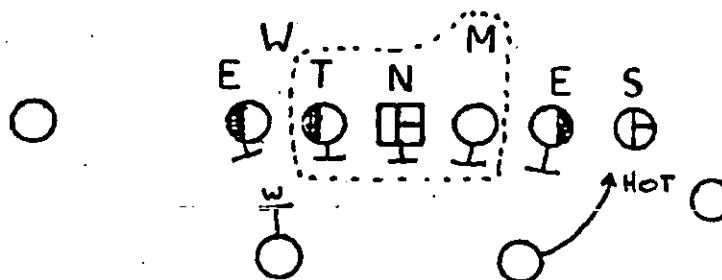
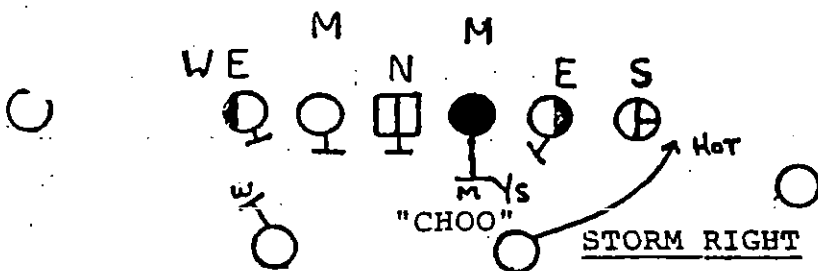
6) OVER



STORM'S (0 thru 9) are STRONGSIDE combination passes involving "Y", "Z" and "B". The strongside Back "B" has no pass BLOCKING responsibility and is called out on a route. The Quarterback and "B" are responsible for "SAM" dog. If Sam "dog", Quarterback must unload ball to "B". "B" must run "Flat" route. "A" will check weak line-backer dog (Will), no "dog", run pattern route. The line will use MAN protection. VS. 3-4 the uncovered Lineman has strongside blocking responsibility and has a double check of Mike to Sam. Lineman will be told direction of double check by "Right (Left)" call of Quarterback. Quarterback must unload ball to "B" if BOTH linebackers on strongside dog. "B" must run "Flat" route.

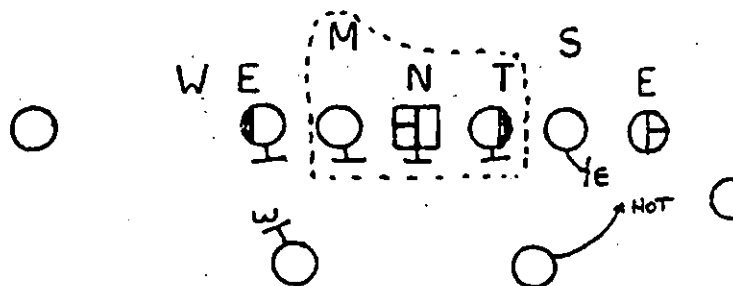
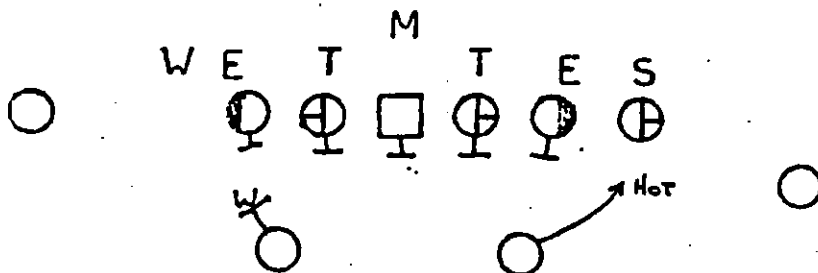


2) UNDER TIM



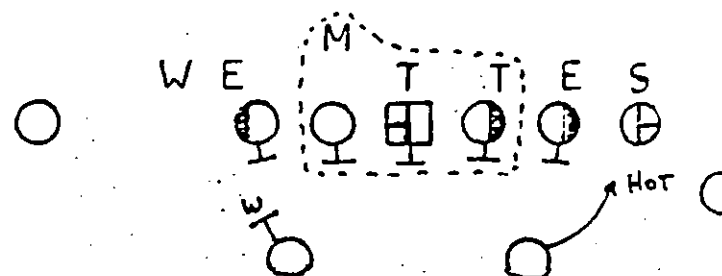
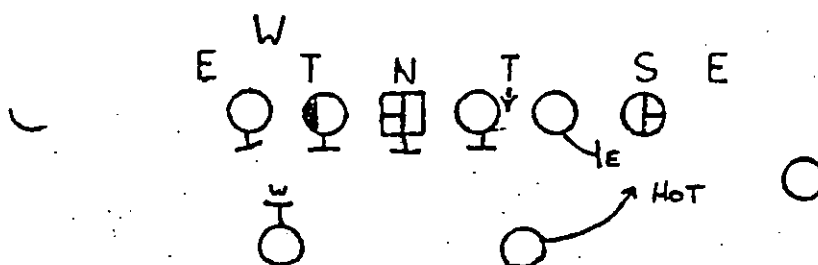
3) 4-3

4) OVER TIM

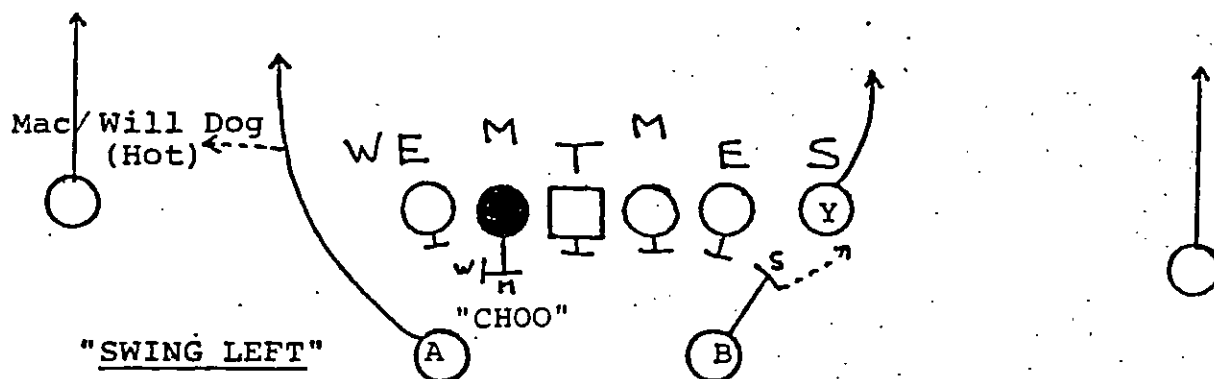


5) 5-2

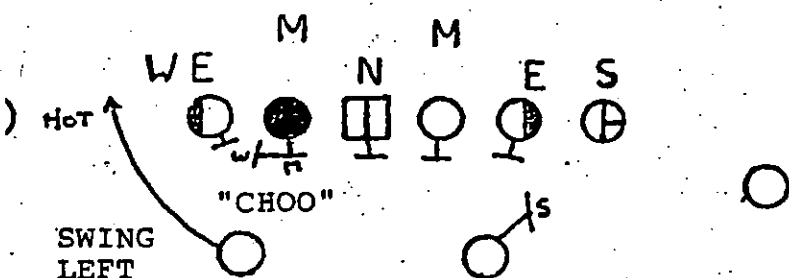
6) OVER



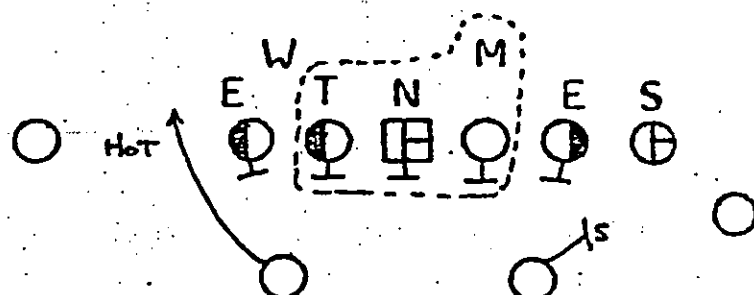
SWING'S (0 thru 9) are WEAKSIDE combination passes involving "X" and "A" where the weakside Back "A" has no pass BLOCKING responsibility and is called out on a route. The Quarterback and "A" are responsible for Will "dog". If Will "dog", Quarterback must unload ball to "A". "A" must run "Flat" route. "B" will check strong linebacker (Sam) "dog", no "dog", run pattern route. The line will use MAN protection. VS. 3-4 the uncovered Lineman has weakside blocking responsibility and has a double check of Mac to Will. Lineman will be told direction of double check by "Left (Right)" call of Quarterback. Quarterback must unload ball to "A" if Both linebackers on weakside dog. "A" must run "Flat" route.



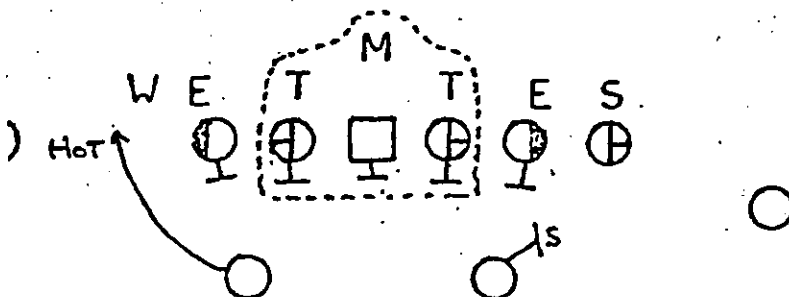
1) 3-4



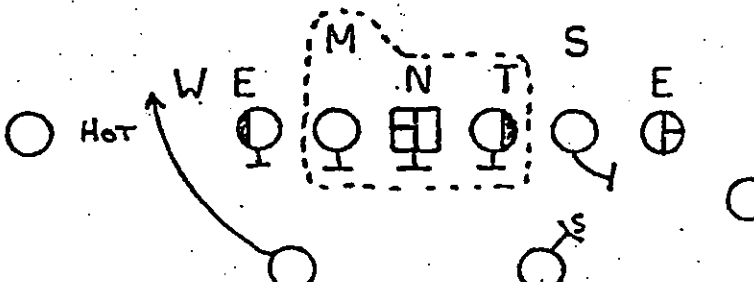
2) UNDER TIM



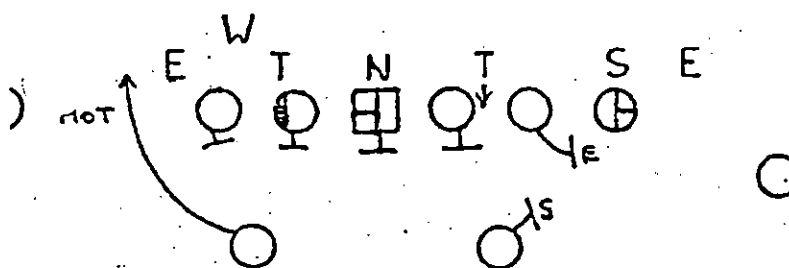
3) 4-3



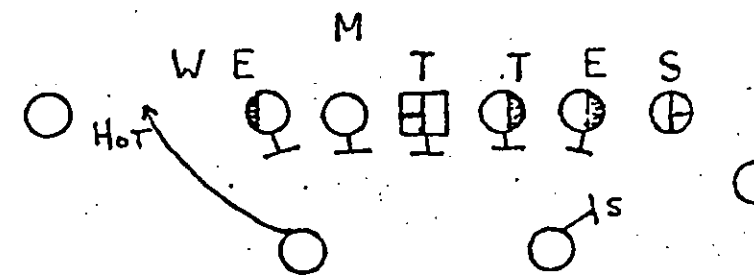
4) OVER TIM



5) 5-2

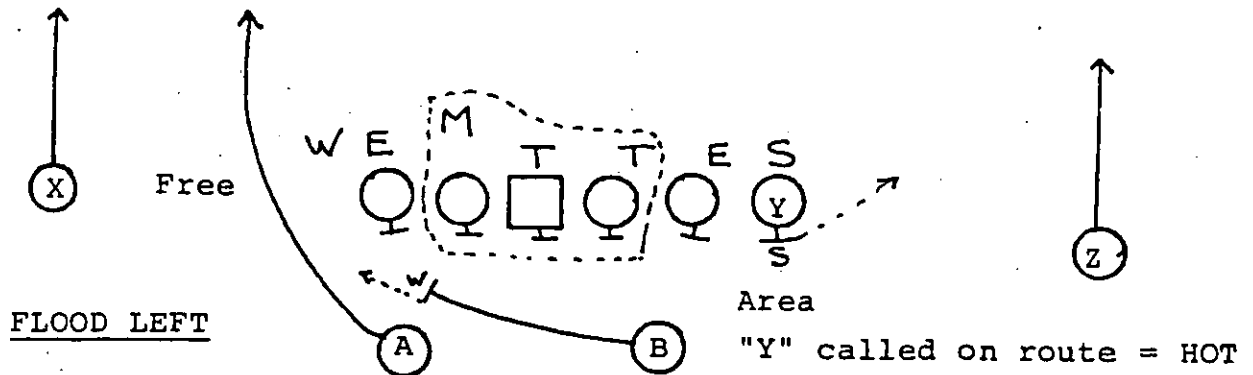


6) OVER



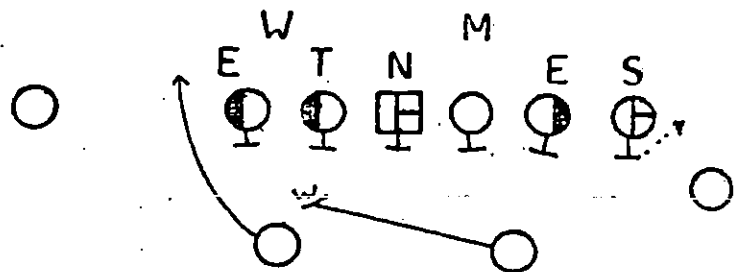
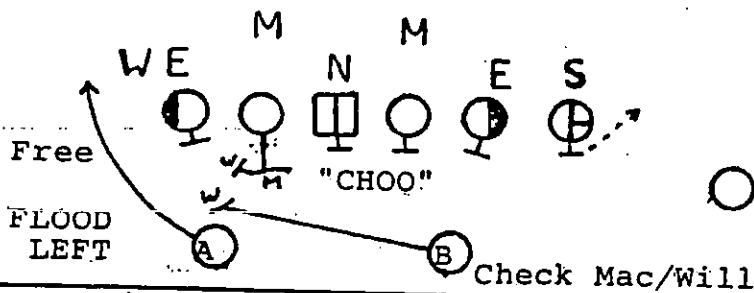
FLOOD'S (0 thru 9) are weakside passes involving X-A-B, with both Backs going in same direction to weakside, away from the Tight End (Y). The "A" Back (weakside Back) has no linebacker responsibility and is always out on a called route (Free). The "B" Back (strongside Back) is responsible for weak linebacker dog (Will). "Y" will area block SAM with offensive Tackle unless called on a route. If called, he is "HOT" if Sam linebacker dogs. The line will use MAN protection.

(VS. 3-4) The uncovered Lineman (Onside Guard) has a double check of MAC to WILL (CHOO). The Onside Guard (Left-Right) will be called and given the direction of the double check by a "FLOOD LEFT (RIGHT)" call by the Quarterback. The "B" Back (Strongside Back) must check MAC to WILL, if both "dog", "B" MUST block WILL.



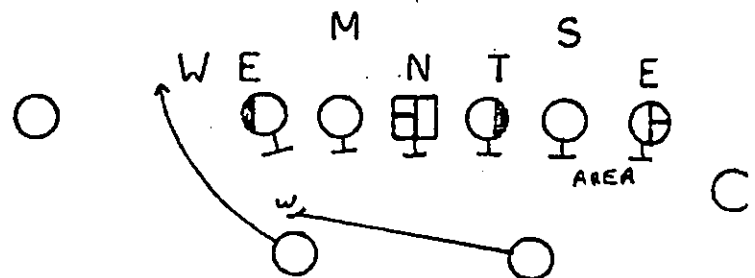
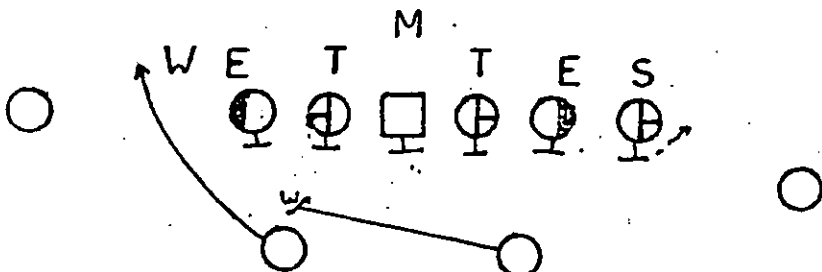
1) 3-4

2) UNDER TIM



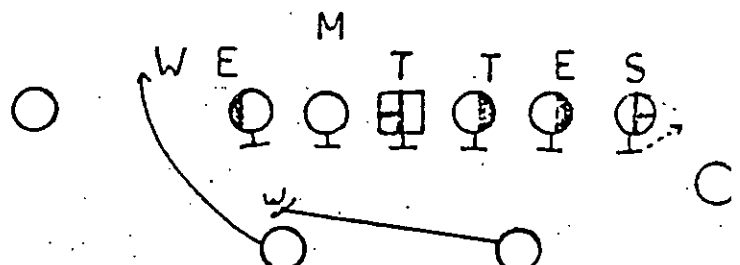
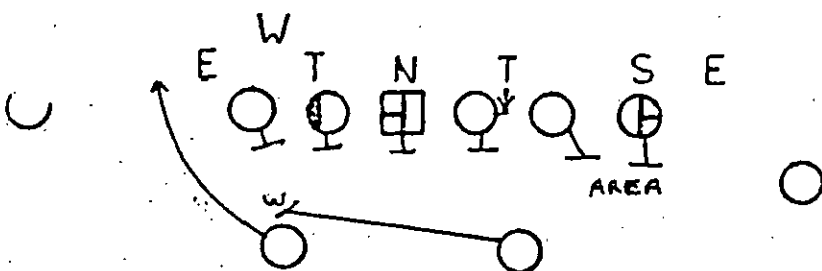
3) 4-3

4) OVER TIM

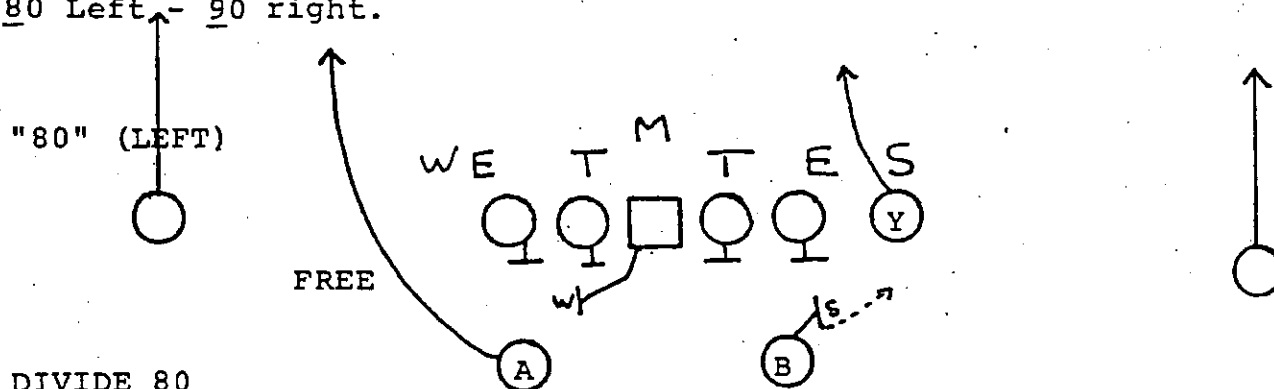


5) 5-2

6) OVER

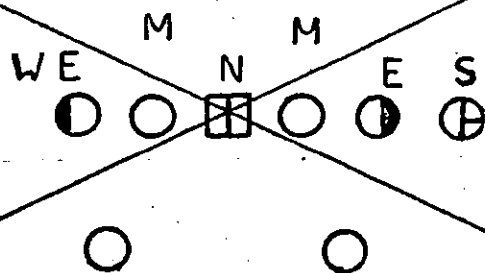


Divide's (80's - 90's) are weakside combination passes involving "X" and "A" with "Y" HOT on Mike dog. They will be called with numbered routes 0-9. The "A" Back has no "dog" responsibility and is out on a called route (FREE). The "B" Back is responsible for strong linebacker dog (Sam), no "dog", run pattern route. "Y" will always release inside and run "Look In". If Middle Linebacker (Mike) "dogs", Quarterback must unload ball to "Y". The Line will block MAN protection with the uncovered Lineman responsible for weak linebacker "dog" (Will). Lineman will be called direction to block by the 80 (90) call. 80 Left, 90 right.

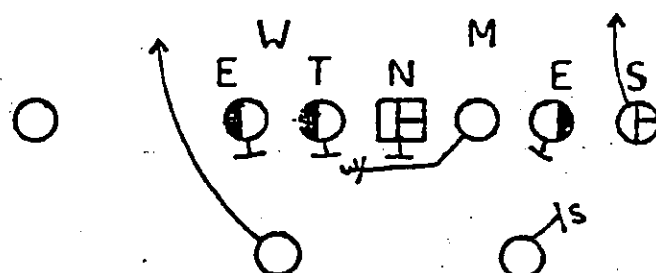


DIVIDE 80

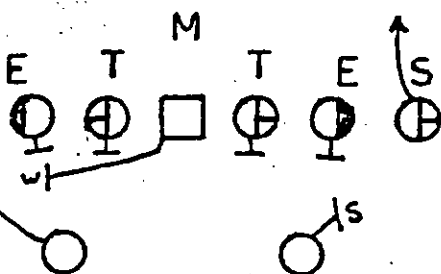
1) 3-4 .



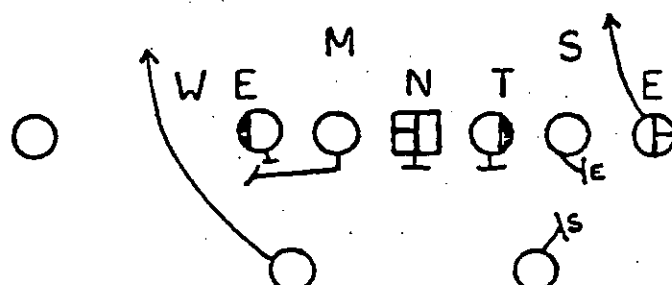
2) UNDER TIM



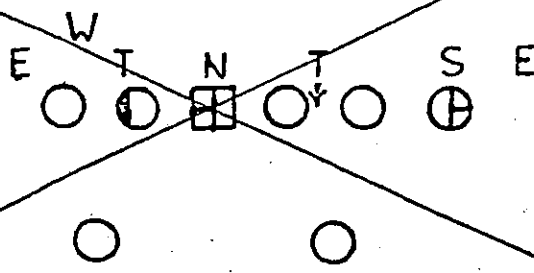
3) 4-3



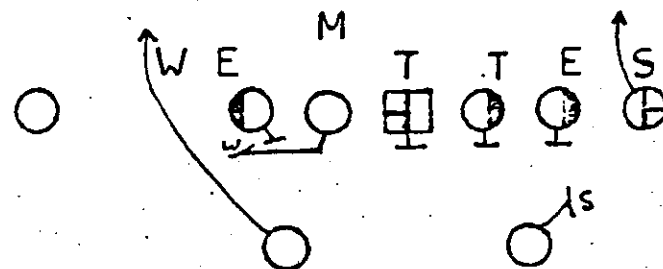
4) OVER TIME



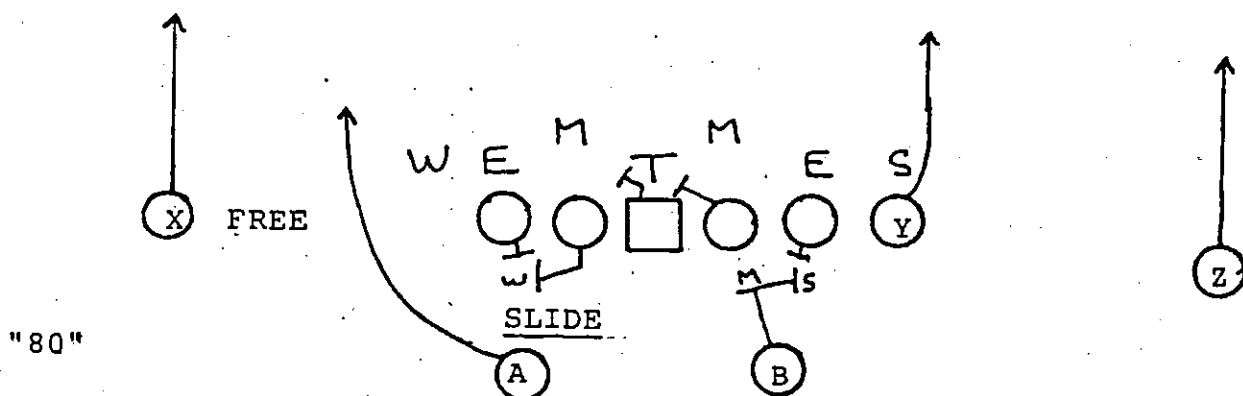
5) 5-2



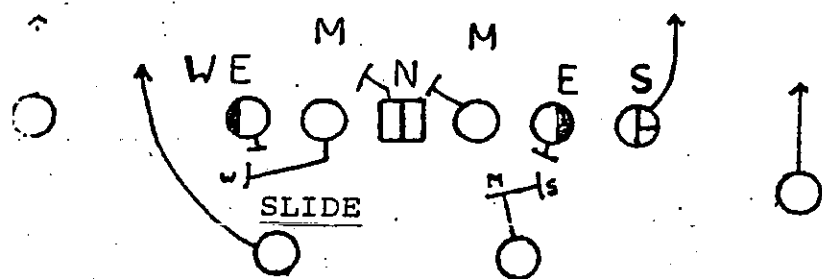
6) OVER



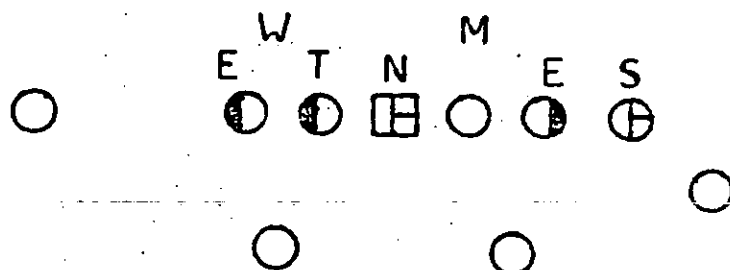
80's (90's) 0 thru 9 are weakside or openside (Slot Formation) combination passes. The "B" Back (strongside Back) NEVER has a pass route and is ALWAYS responsible for 2 LB's, Mike to Sam. The "A" Back (weakside Back) has no "dog" responsibility and is out on a CALLED route (FREE). The Line will use "SLIDE" protection with the uncovered Lineman (Onside Guard) responsible for weak linebacker (Will). The onside Guard (Left-Right) and the direction of the "SLIDE" will be called by the 80 (90). 80 Left - 90 Right.



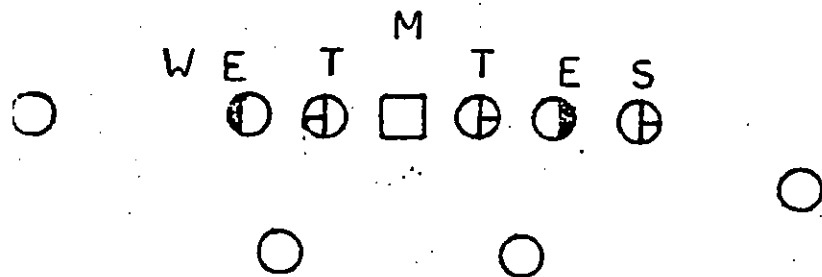
1) 3-4



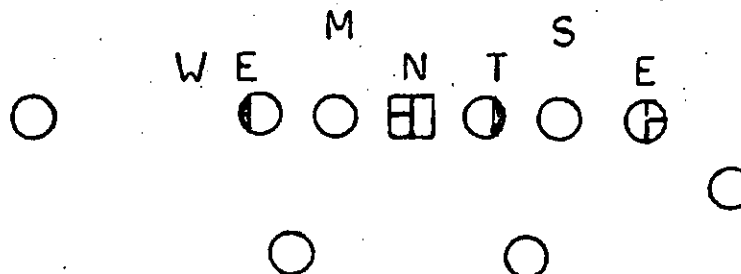
2) UNDER TIM



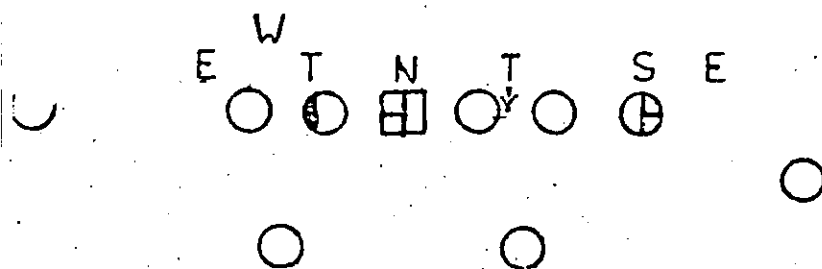
3) 4-3



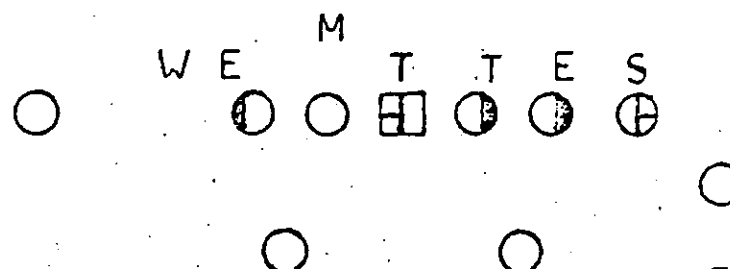
4) OVER TIM



5) 5-2

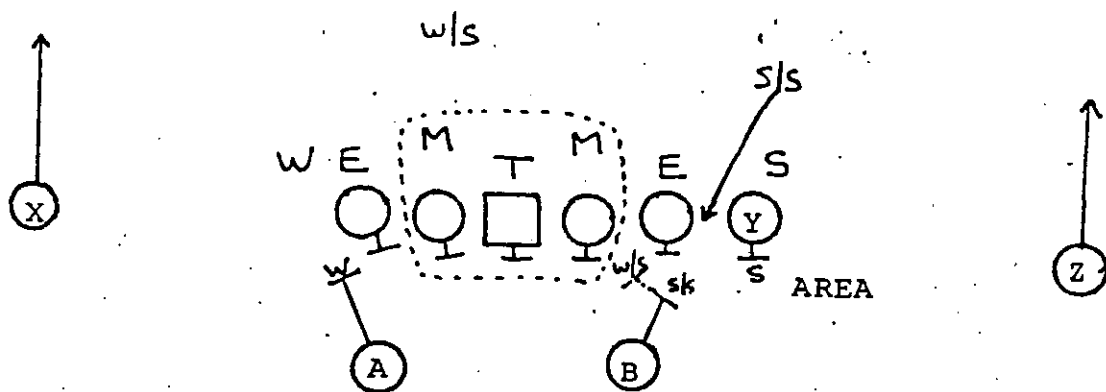


6) OVER



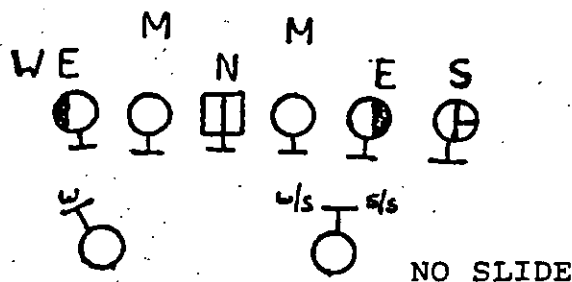
Audible Pass Protection used to recognize and block a Safety Blitz, Strong or Weak Safety. The "B" Back (strongside Back) is responsible for Strong or Weak Safety Blitz. Always check both Safeties. (Weak Safety - Strong Safety). The "A" Back (weakside Back) is responsible for Weakside Linebacker (Will). The Line will use MAN Protection, with the Tight End (Y) responsible for Strongside Linebacker (Sam) and will AREA with Offensive Tackle.

NOTE: 61/62 - QUICK PASSING

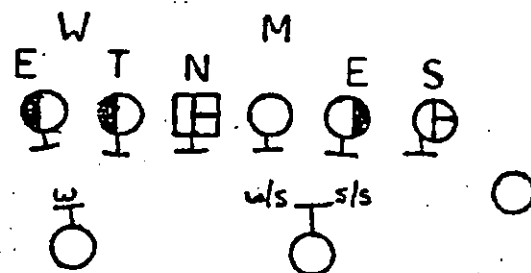


"B" - S/S - W/S

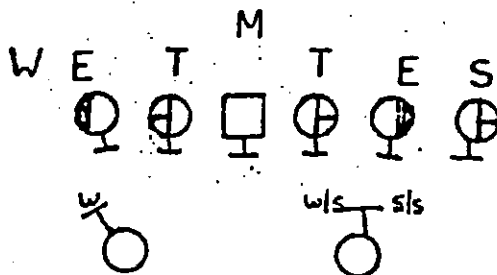
1) 3-4



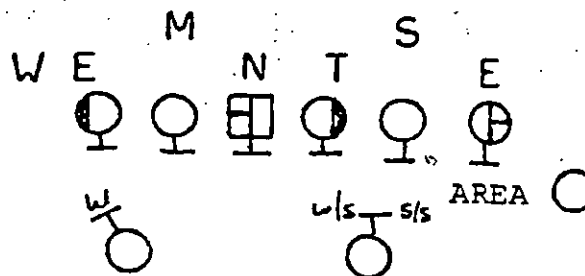
2) UNDER TIM



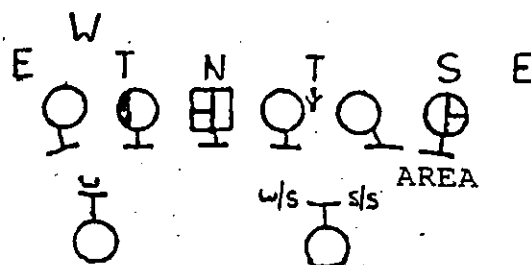
3) 4-3



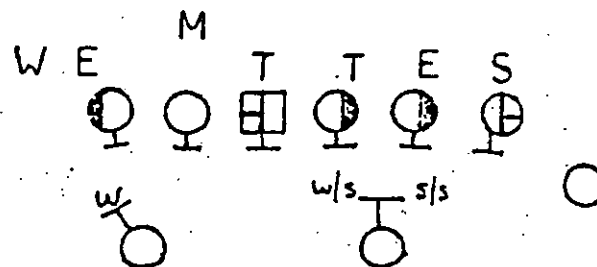
4) OVER TIM



5) 5-2



6) OVER

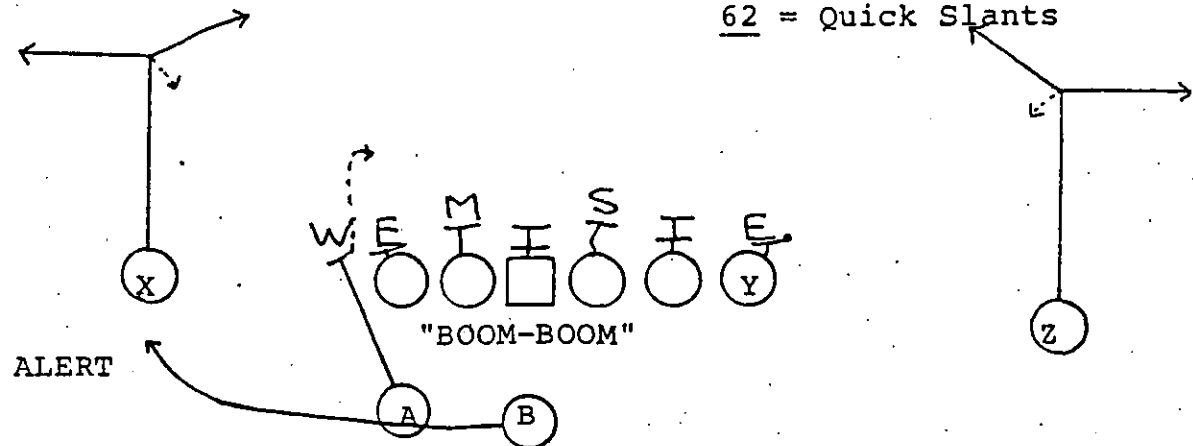


QUICK PASSING

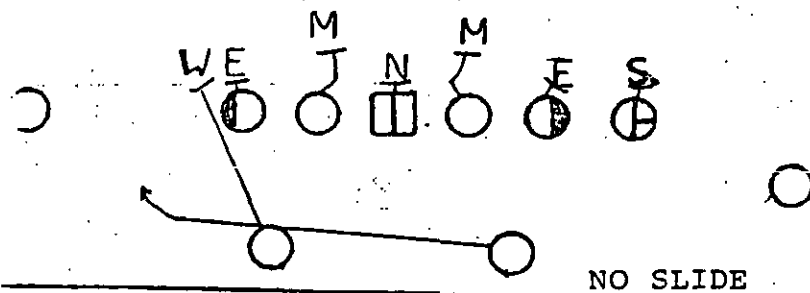
These are exceptions to other "60" passes. They will be quick passes with 3 step drop by Quarterback. The Line will use AGGRESSIVE (Boom-Boom) MAN protection (all 60's are MAN protection). The Backs will use FLOOD ACTION. The "A" Back (weakside Back) aggressive block WILL. The "B" Back (strongside Back) is "FREE" and will run FLARE route.

61 = Quick Outs/Hitch

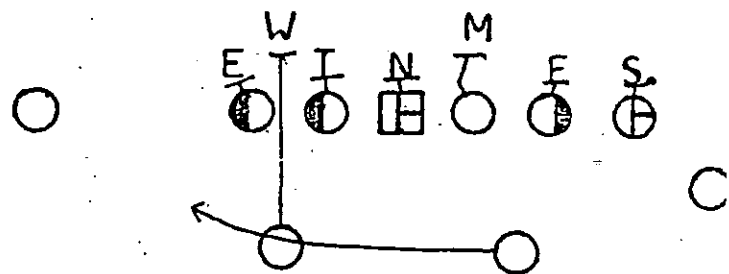
62 = Quick Slants



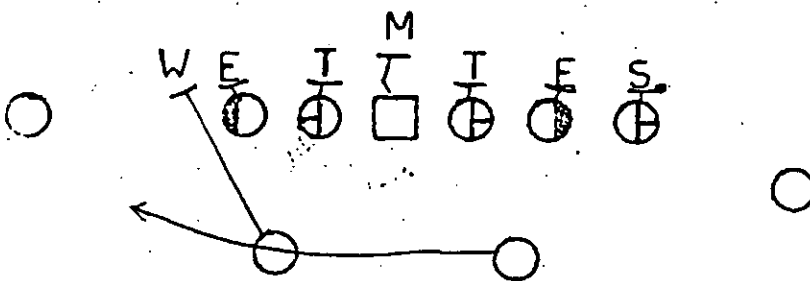
1) 3-4



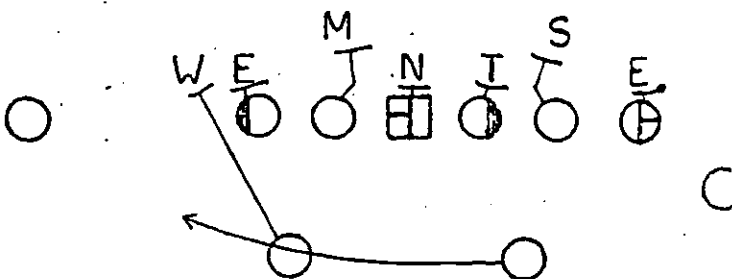
2) UNDER TIM



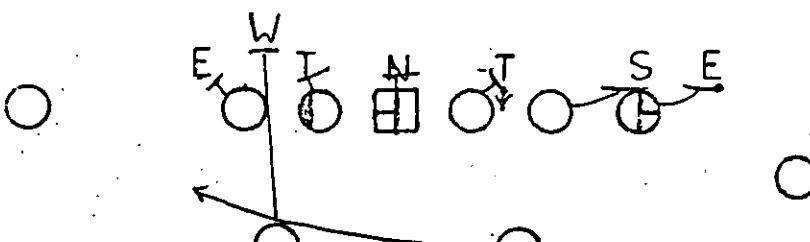
3) 4-3



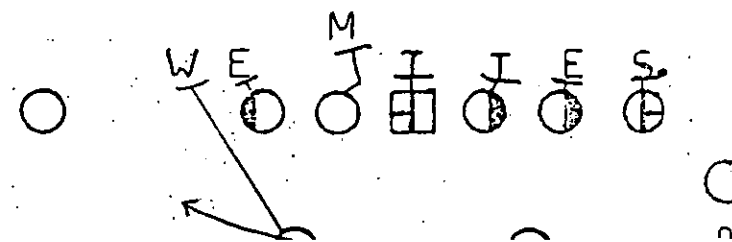
4) OVER TIM

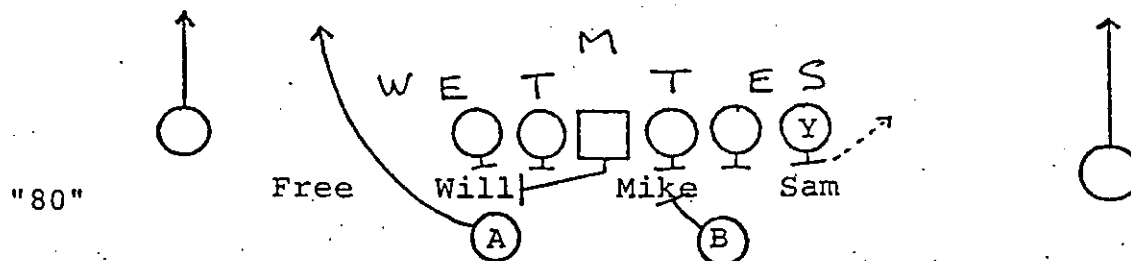


5) 5-2



6) OVER



WEAKSIDE AUDIBLE VS. 4 MAN RUSH

Audible Pass Protection used from Regular or Slot Formation to take advantage of a defensive coverage or alignment. It is regarded as a weakside pass audible. The "B" Back (strongside Back) is ALWAYS responsible for a Mike "dog", no "dog", help on designated lineman. The "A" Back (weakside Back) NEVER has "dog" responsibility and is ALWAYS out on audible pattern route (FREE). "Y" is ALWAYS responsible for strong linebacker "dog" (Sam), no "dog", "SLOW" or run pattern route, by Game Plan. The line will block MAN protection with the uncovered lineman (Center or Guard) responsible for a weak linebacker dog (Will). The uncovered lineman will be called the direction to block by the 80 (90) call. 80 Left - 90 Right.

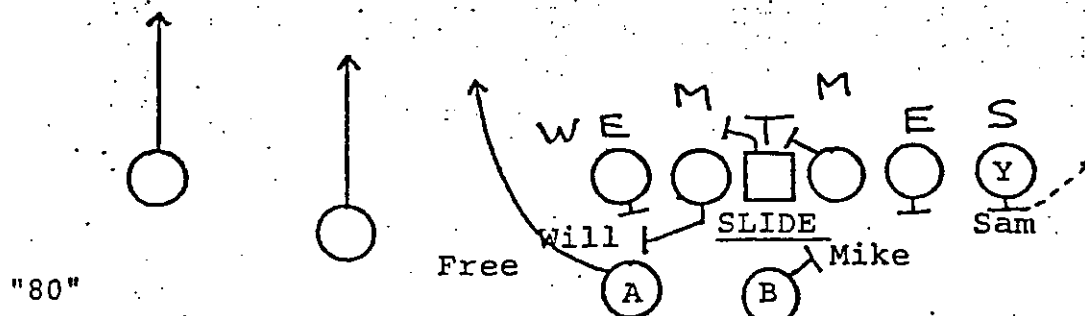
"X" - Run Audible Pattern Route.

"Y" - Check Strong Linebacker "Dog", no "Dog", "SLOW" or run Audible Pattern Route (Game Plan).

"Z" - Run Audible Pattern Route.

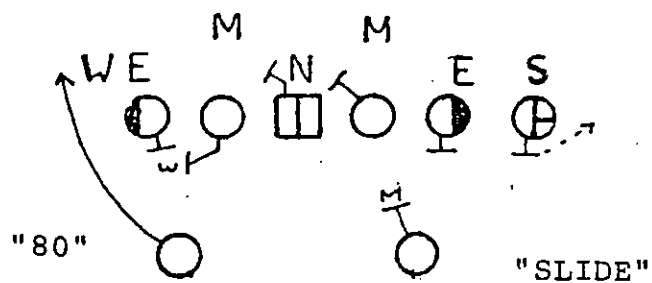
"A" - Run Audible Pattern Route (Free).

"B" - Check Mike "Dog", no "Dog", help on designated Lineman.

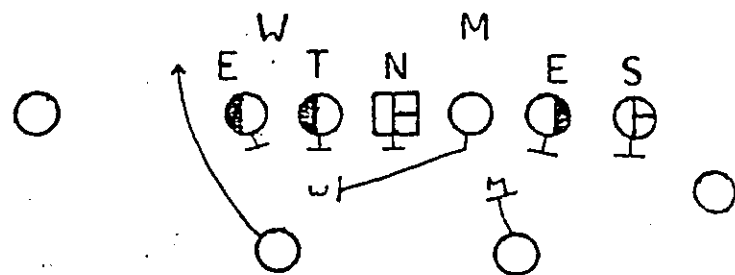
OPENSIDE AUDIBLE VS. 3-4 (SLOT FORMATION)

NOTE: All responsibilities remain the same as "4 Man" Rush Rules with the exception of the Line. The Line will use "SLIDE" Protection with the uncovered lineman responsible for weak linebacker "dog" (Will). The line will be called the direction to slide by the 80 (90) call. 80 Left - 90 Right.

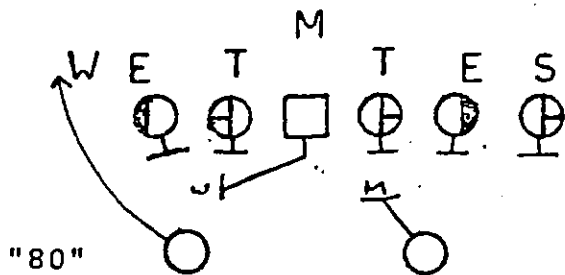
1) 3-4



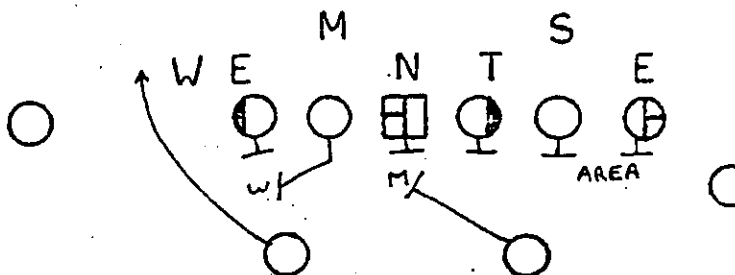
2) UNDER TIM



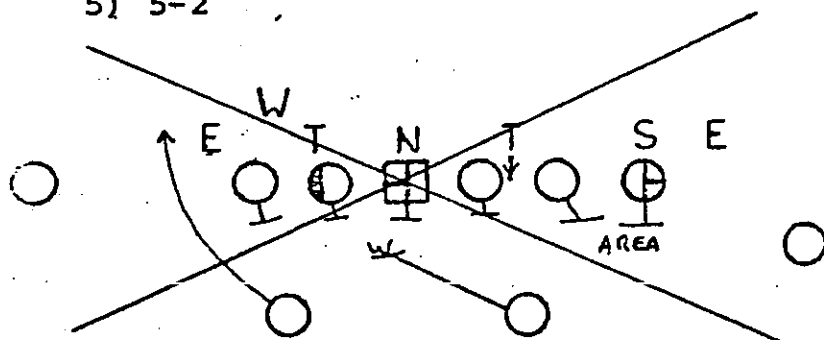
3) 4-3



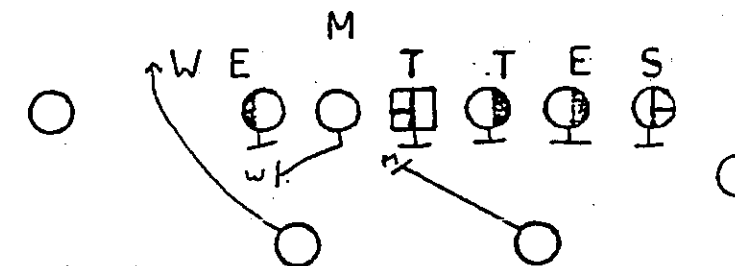
4) OVER TIM



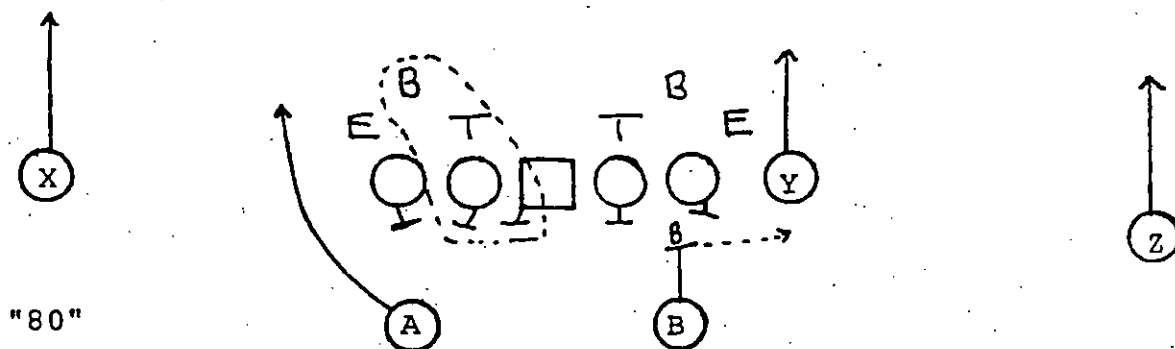
5) 5-2



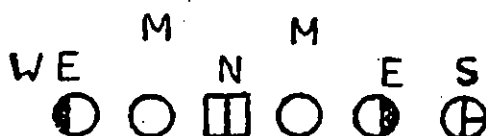
6) OVER



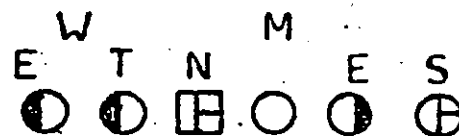
Pass protection used versus 4 man front with 2 linebackers. The term NICKEL alerts offensive team of defensive alignment. The "B" Back (strongside Back) is responsible for 1st linebacker "dog" INSIDE Tight End (Y) to head up on Center. No "dog", run pattern route. The "A" Back (weakside Back) NEVER has dog responsibility and is ALWAYS out on CALLED route (FREE). The LINE will block MAN protection with the uncovered Lineman (Center or Guard) responsible for the weakside linebacker (Will). The uncovered Lineman will be called the direction to block by an 80 (90) call. 80 Left - 90 Right.



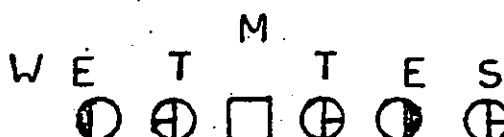
1) 3-4



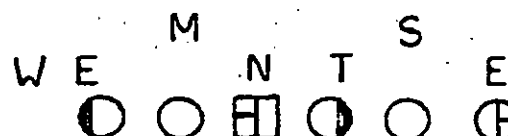
2) UNDER TIM



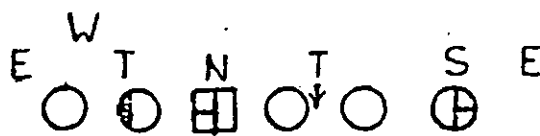
3) 4-3



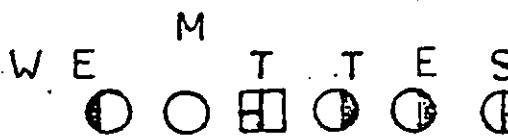
4) OVER TIM



5) 5-2



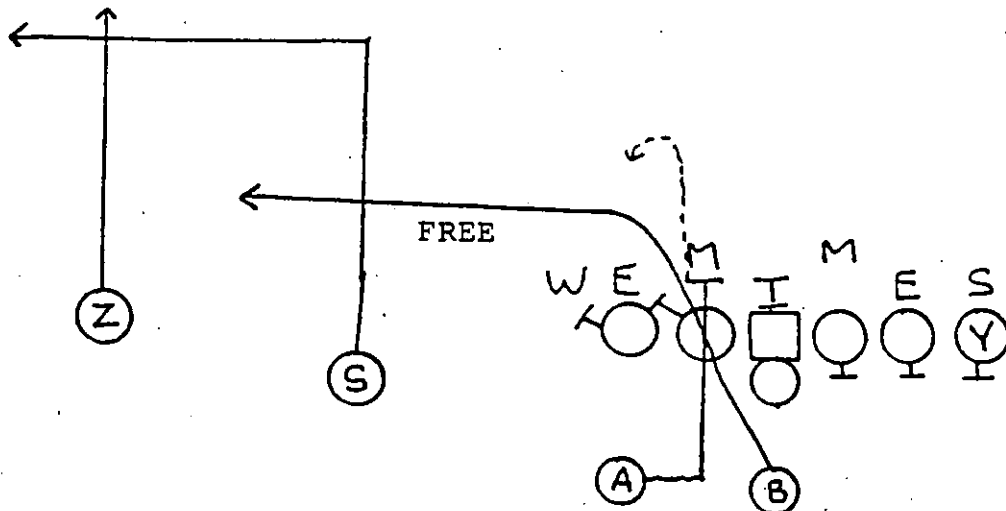
6) OVER



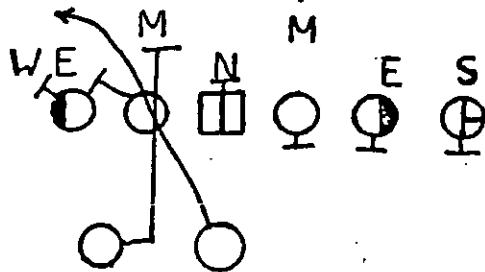
Pass out of a Running Game Fake with "RUN IT" type protection. There will be called routes to A-B-X-Y-Z-SLOT. The Line will AGGRESSIVELY block the play called in the huddle. "Y" or "Tight X" may be part of the protection. One of the Backs ("A" or "B") may be FREE to run called route, or both Backs may have linebacker responsibility.

NOTE: Play Pass with "0" as middle digit is DRAW Fake.

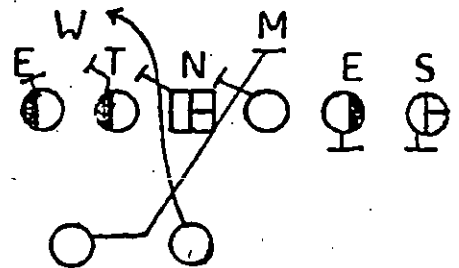
EX: FAR RIGHT SLOT-404 LAG ISO - SLOT DRAG



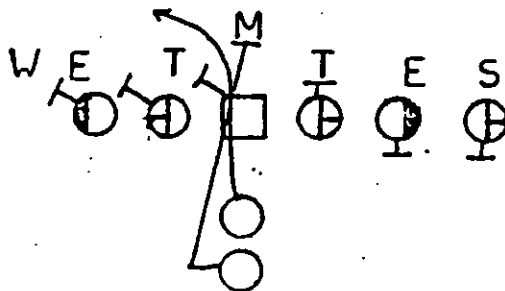
1) 3-4



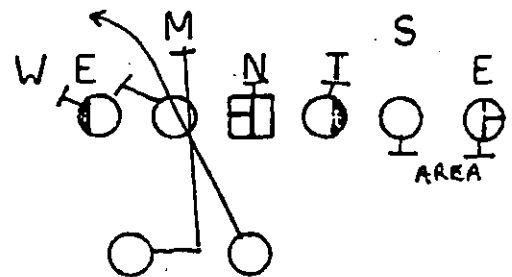
2) UNDER TIM



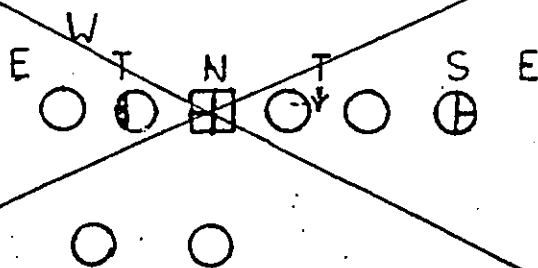
3) 4-3



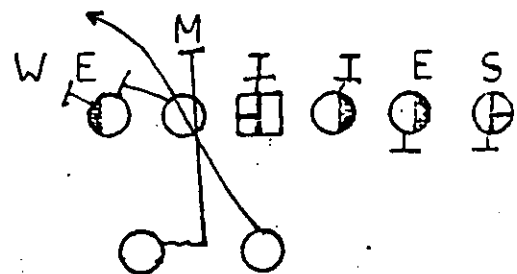
4) OVER TIM



5) 5-2

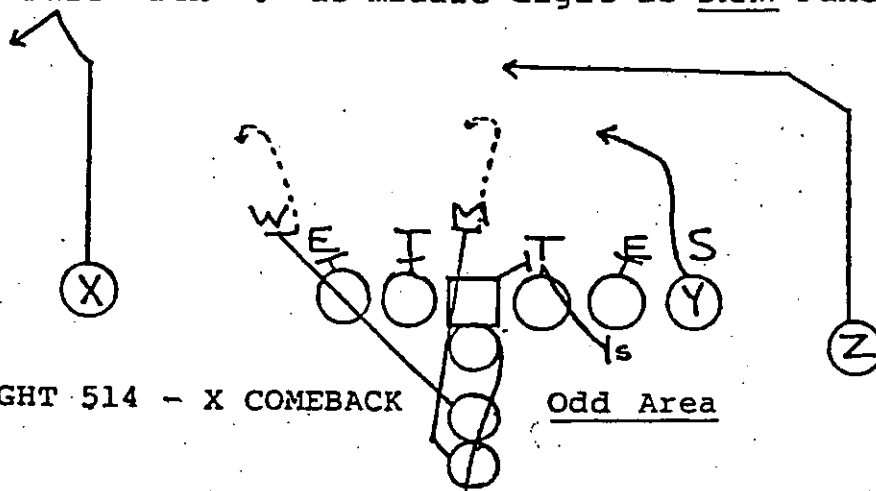


6) OVER



Pass out of a running game fake with called routes to X-Y-Z-Slot, or combination crossing patterns. The Faking Back ("A" or "B") is responsible for Mike "dog", after good play fake, no "dog" - continue play fake beyond line of scrimmage as outlet receiver. Remaining Back is responsible for outside linebacker "dog" (Sam or Will) TO side of hole number called (3rd digit). No "dog", continue beyond line of scrimmage as outlet receiver. Line will use aggressive ODD AREA or EVEN protection. The line is responsible for outside linebacker (Sam or Will) AWAY from hole number called (3rd digit). NOTE: "Y" can be called "HELP"

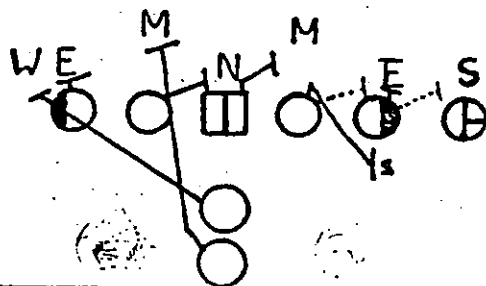
NOTE: Play Pass with "0" as middle digit is DRAW Fake.



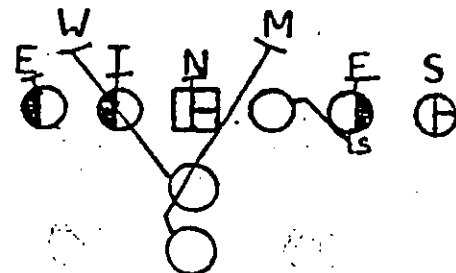
EX: "I" RIGHT 514 - X COMEBACK

Odd Area

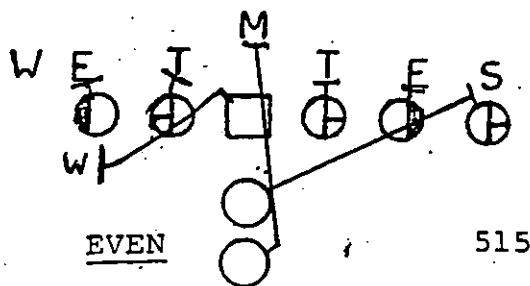
1) 3-4



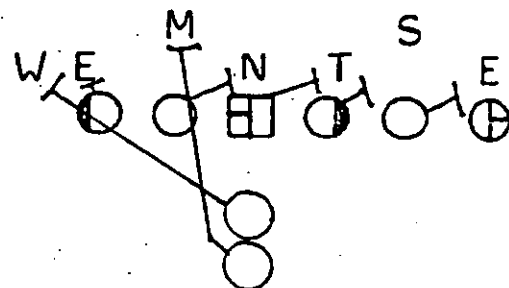
2) UNDER TIM



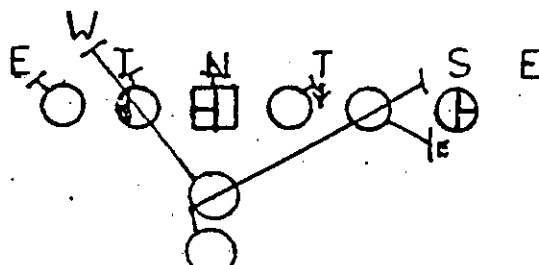
3) 4-3



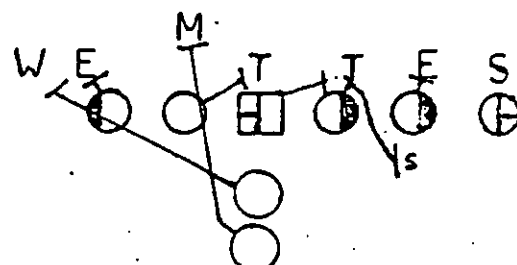
4) OVER TIM



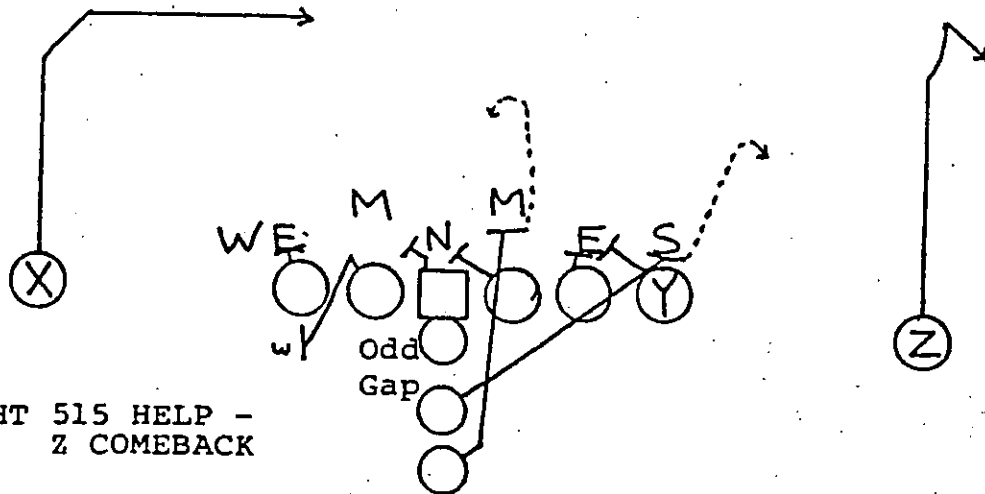
5) 5-2



6) OVER

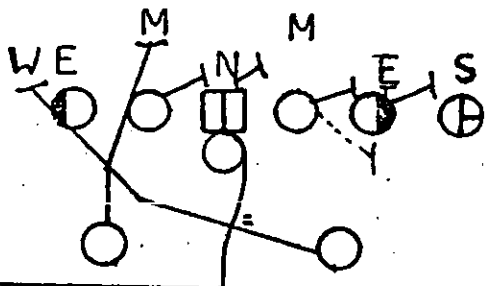


Pass out of a running game fake with called routes to X-Y-Z-Slot, or combination crossing patterns. The Faking Back ("A" or "B") is responsible for Bubble Backer (Mike or Mac) TO side of hole number called (3rd digit). The Remaining Back ("A" or "B") is responsible for outside linebacker (Sam or Will) TO side of hole number called (3rd digit). Line will use aggressive/"Odd Gap" Protection. The line is responsible for Bubble Backer (Mike or Mac) and outside linebacker (Sam or Will) AWAY from hole number called (3rd digit).
NOTE: "Y" can be called "HELP".

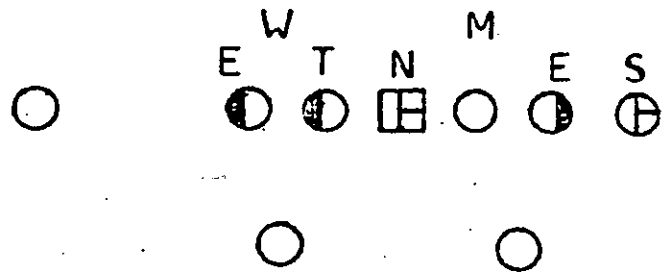


EX: "I" RIGHT 515 HELP -
 Z COMEBACK

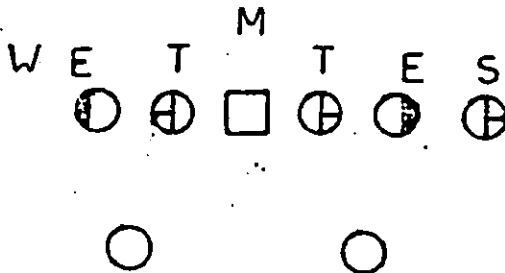
1) 3-4



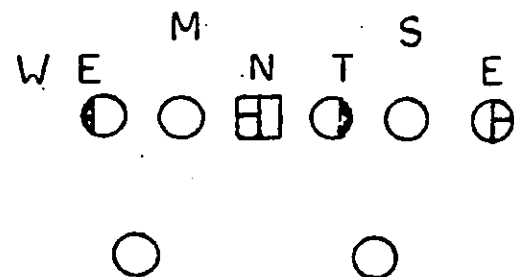
2) UNDER TIM



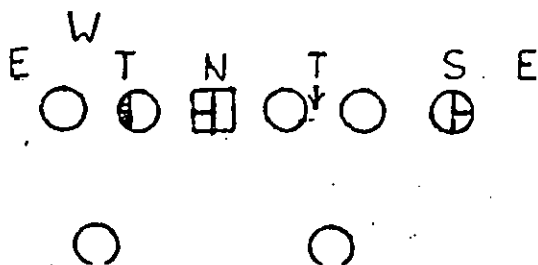
3) 4-3



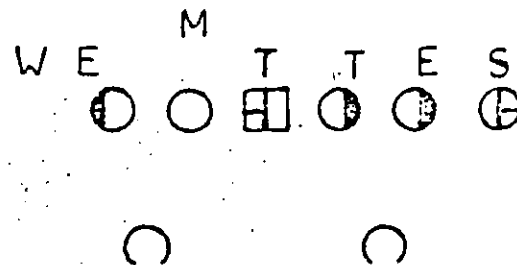
4) OVER TIM



5) 5-2

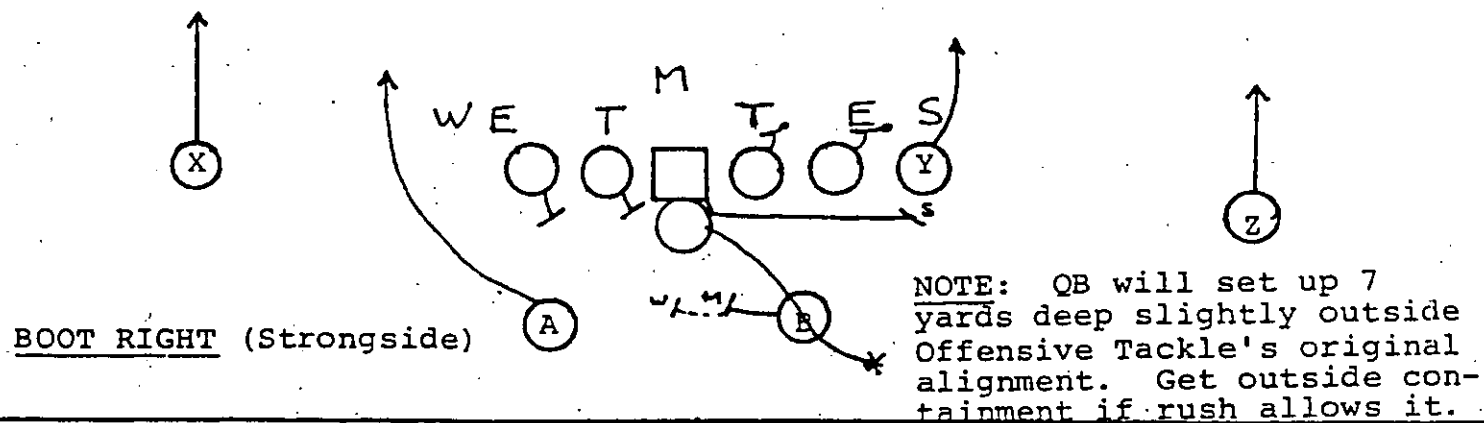


6) OVER



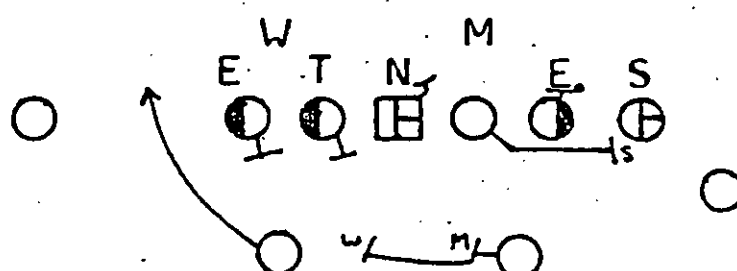
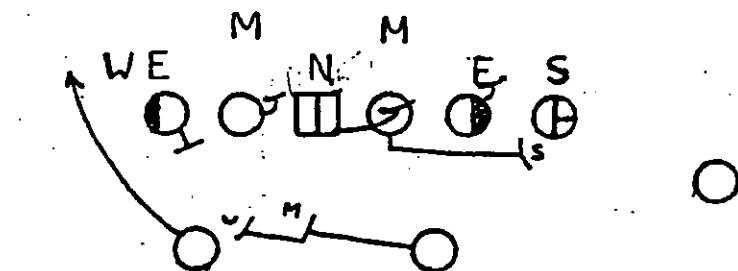
Pass protection used to simulate Play Action or to help avoid a good pass rush. The Quarterback will Bootleg the direction of his call ("Boot Rt." or Boot Lt."). The Backs ("A"-"B") will flow the opposite direction of the call. The first Back out has no blocking responsibility (FREE). Second Back out (Faking Back) has a double responsibility, inside linebacker to outside linebacker. The Line will block MAN protection, with Hook Block technique onside. The uncovered Lineman is responsible for outside linebacker (Sam-Will) TO the direction of the Bootleg. BOOTLEG can be Strong or Weak.

VS. 3-4 - ONSIDE Guard is uncovered.



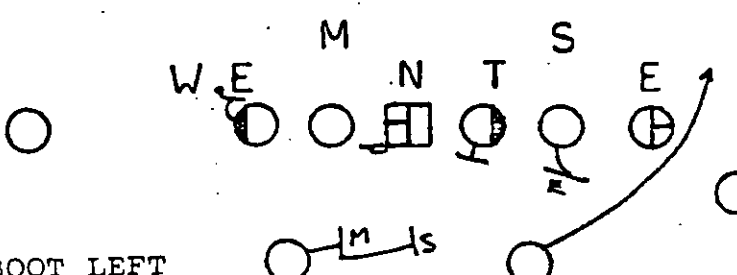
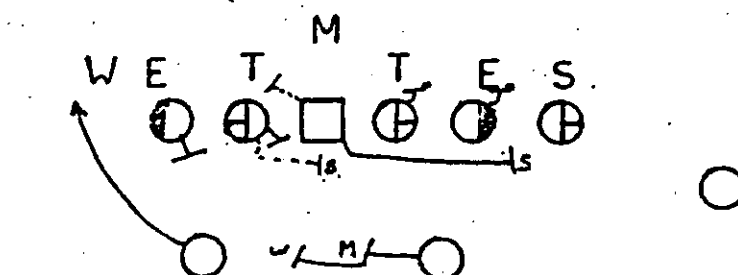
1) 3-4

2) UNDER TIM



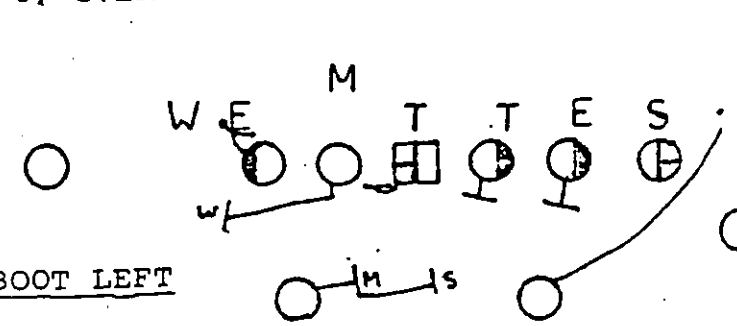
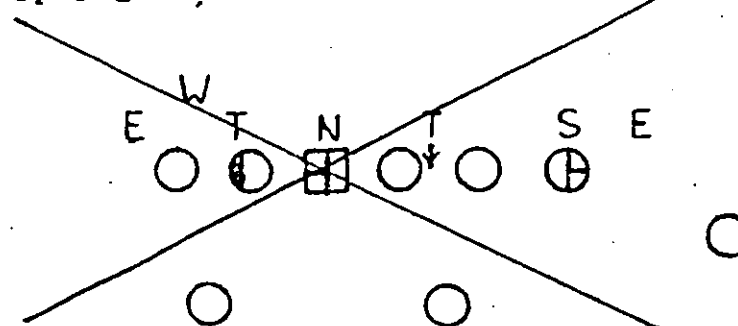
3) 4-3

4) OVER TIM



5) 5-2

6) OVER

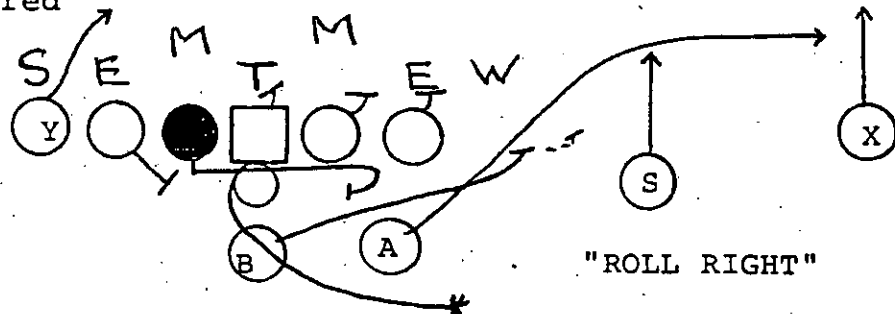


ROLLOUT

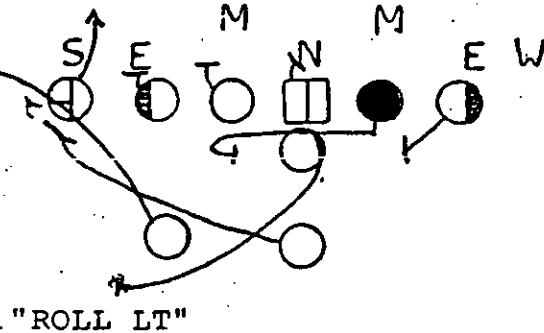
Pass Protection used to help avoid a good pass rush and/or put the Quarterback in a position to throw or run. The Quarterback will Roll behind the Backs in the direction of his call "ROLL RIGHT" ("ROLL LEFT"). The Backs will run the action called (EX: 36, 49; etc.) the same direction as the "ROLL" (Right/Left). The first Back out has no blocking responsibility (FREE) and will run a FLAT route. The second Back out is responsible for outside linebacker TO the side of the Roll, N/T help seal end man on line of scrimmage. The Quarterback can throw on the move, get outside containment on the defense and run or set up seven (7) yards deep behind the Offensive Tackle and throw to deeper or secondary Receivers. There will be called routes to X-Y-Z-SLOT.

The Line will block MAN Protection with Hook Block technique onside. The UNCOVERED lineman will pull and protect TO side of Rollout direction (Right/Left). Roll can be strong or weak.

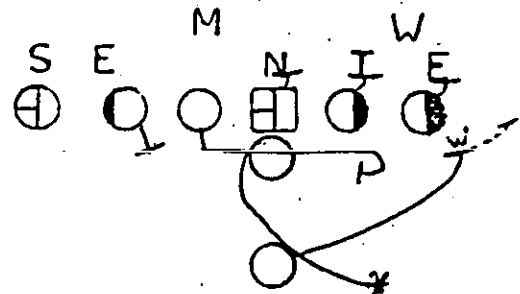
VS. 3-4 - Offside Guard is uncovered



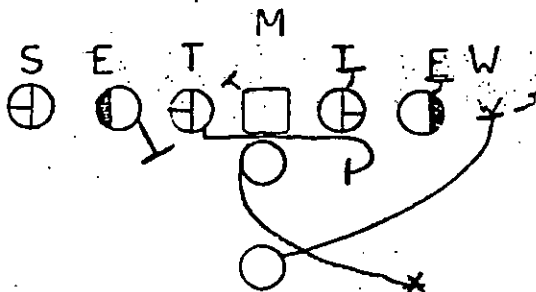
1) 3-4



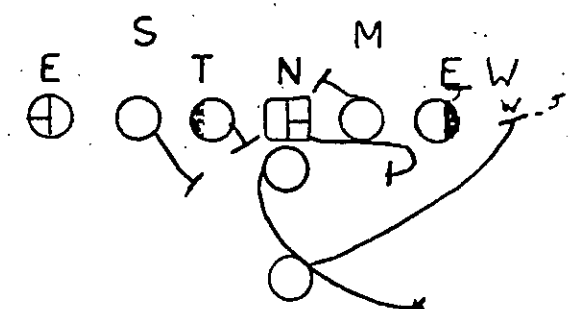
2) UNDER TIM



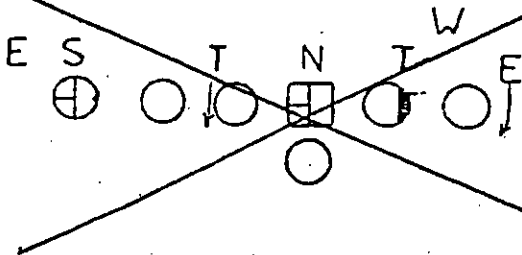
3) 4-3



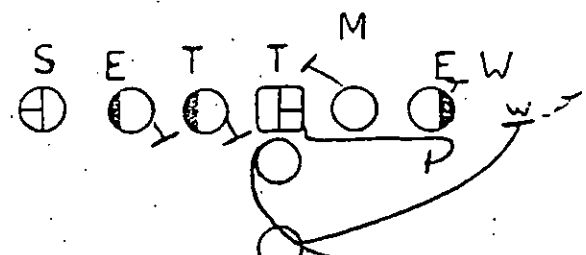
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5) 5-2



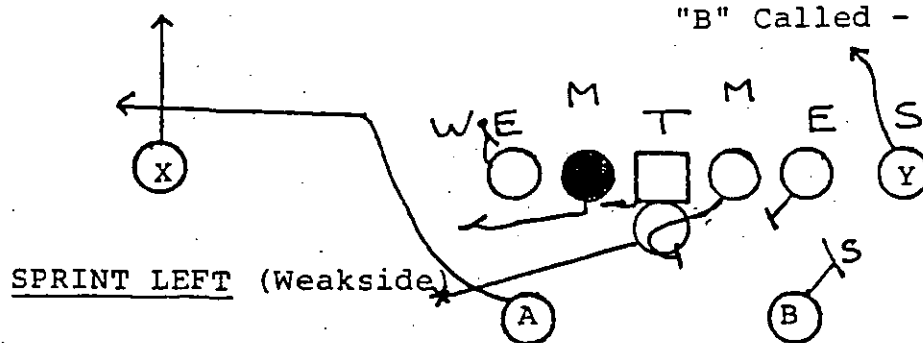
6) OVER



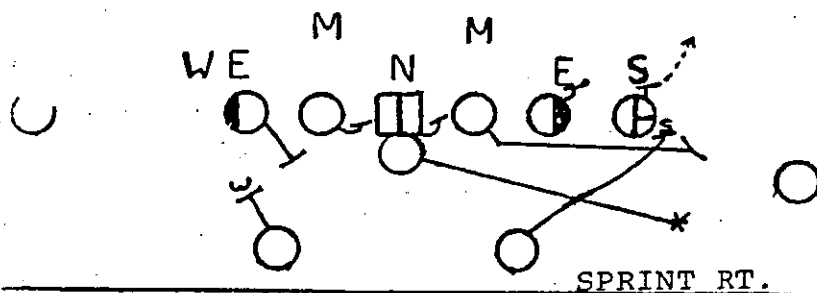
Pass protection used to get Quarterback OUTSIDE offensive Tackle area, Right - Left. The Quarterback will call the direction of the Sprint "Right" or "Left". The ONSIDE Back ("A"- "B") has no "dog" responsibility when CALLED on route (HOT). Not called, ONSIDE Back has outside linebacker responsibility (Sam - Will). OFFSIDE Back ("A"- "B") has outside linebacker responsibility to his side, AWAY from call (Sam-Will). The LINE will use MAN protection with ONSIDE using HOOK technique. Uncovered Lineman will pull and protect TO side of Sprint direction (Right-Left). SPRINT can be Strong or Weak.

VS. 3-4 - ONSIDE Guard is uncovered.

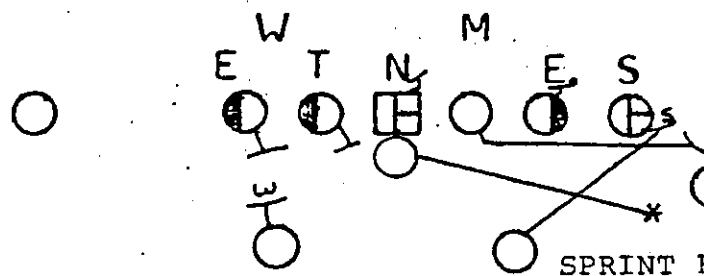
NOTE: Strong Sprint - "Y" Called - "B" is responsible for strong linebacker (Sam), no "dog", run pattern route.
"B" Called - "Y" is responsible for str. linebacker SLAM, run pattern route.



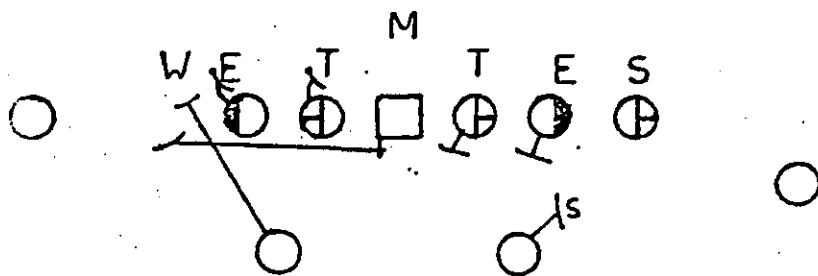
1) 3-4



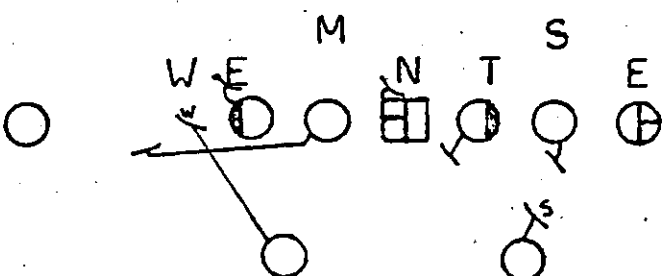
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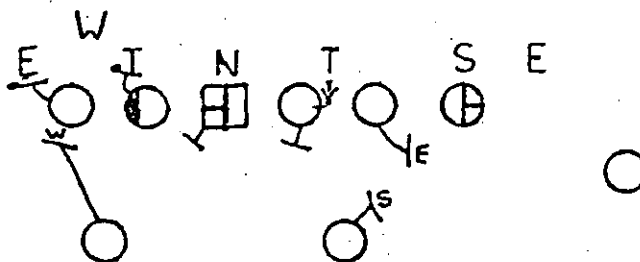
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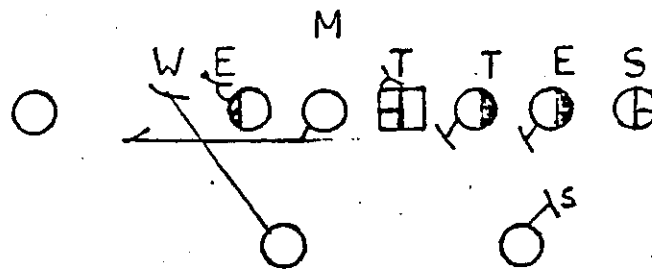
4) OVER TIM



5) 5-2

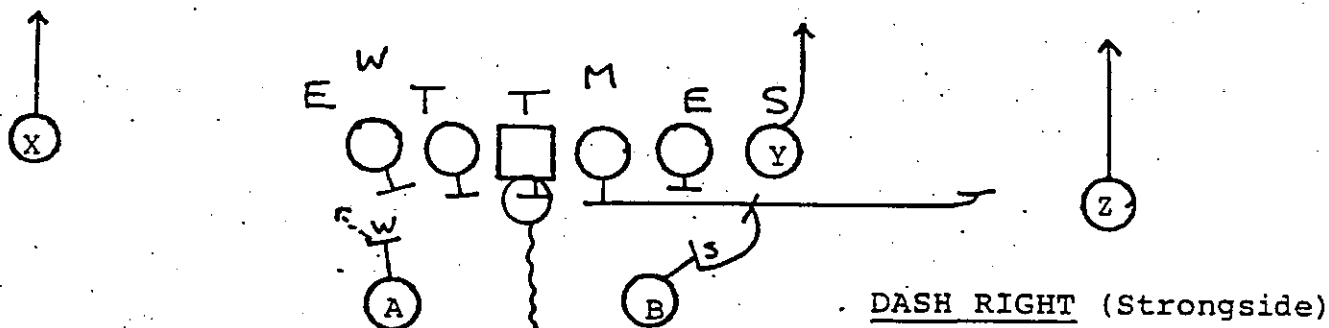


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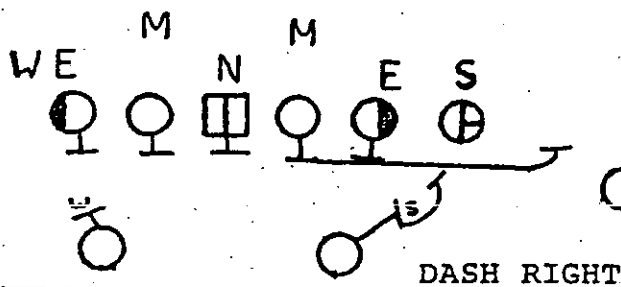


Pass protection used to get Quarterback OUTSIDE after normal drop back action (7 yards). The Quarterback will call the direction of the DASH ("Dash Right" - "Dash Left"). ONSIDE Back ("A"- "B") is responsible for outside linebacker dog (Sam-Will) TO side of Dash (Right-Left). OFFSIDE Back ("A"- "B") is responsible for outside linebacker (Sam-Will) away from Dash call (Right-Left). The Line will use MAN protection. The uncovered Lineman (Center-Guard) will pull ONSIDE and protect TO side of Dash direction (Right-Left). DASH can be Strong or Weak.

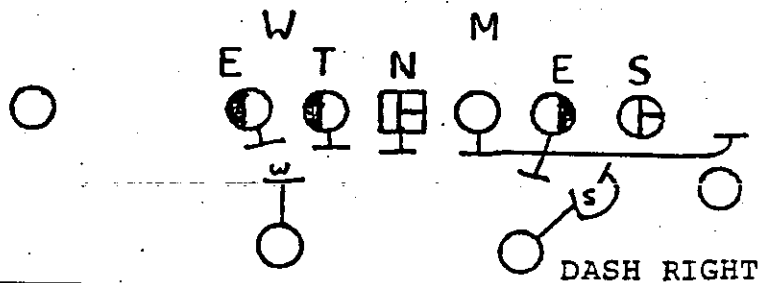
VS. 3-4 - ONSIDE Guard is uncovered.



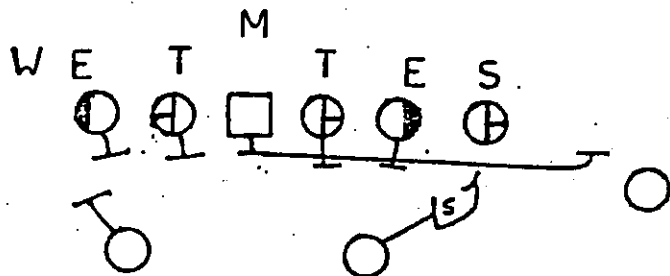
1) 3-4



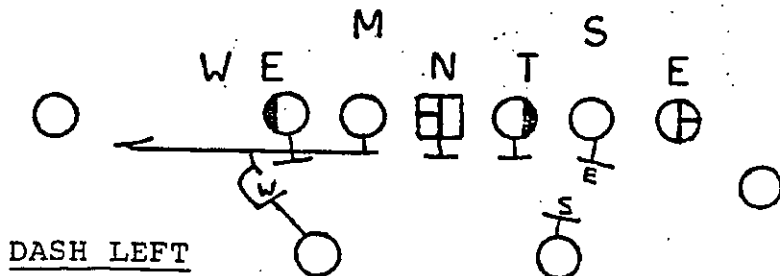
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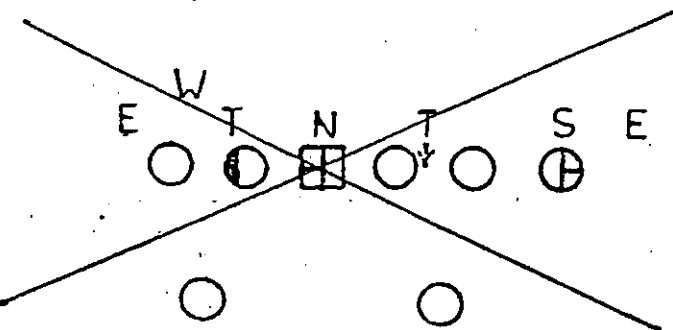
3) 4-3



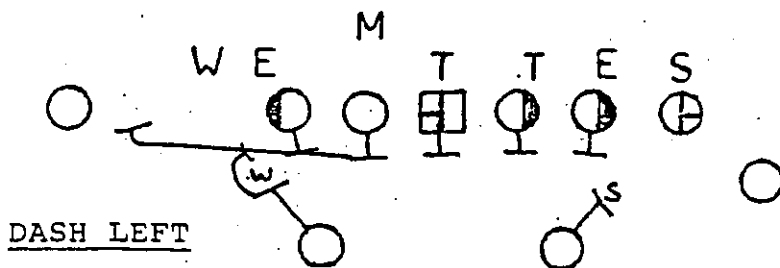
4) OVER TIM



5) 5-2



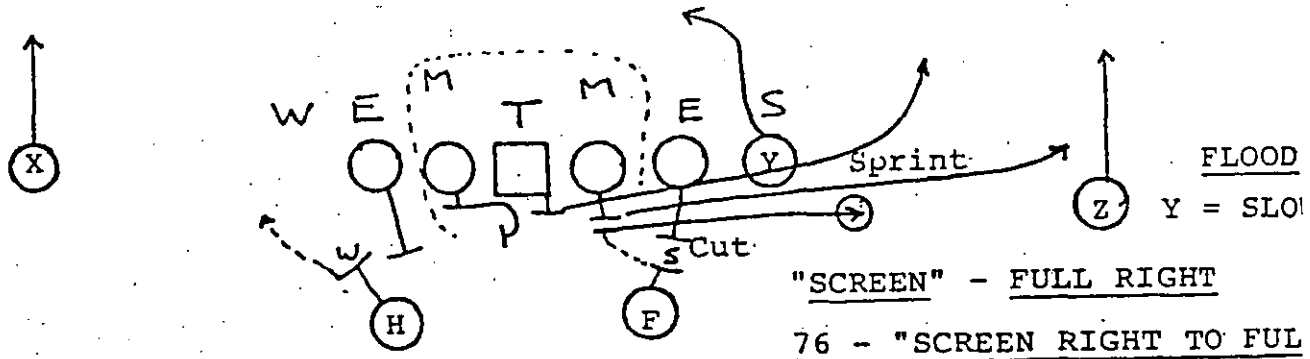
6) OVER



SCREENS

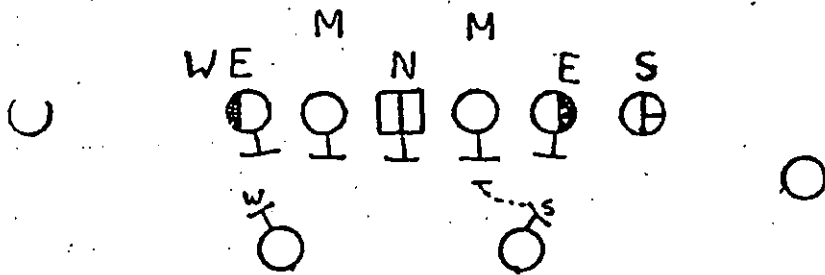
They will be 3 SECOND REGULAR or LOOP Screens; or 2 SECOND WIDE Screens, called to the Backs (Half-Full) or Tight End (Y). They can be called from 70's, Draw, Play Action or Flood. The Line will use 2 types of "Area" protection 70 (70's - Draw - Play Action) or Flood. The Backs will be responsible for the outside LB's in 70 protection. "B" Back and "Y" will be responsible for the 2 outside linebackers in FLOOD protection.

NOTE: Quarterback will alert huddle with first call -- "SCREEN".

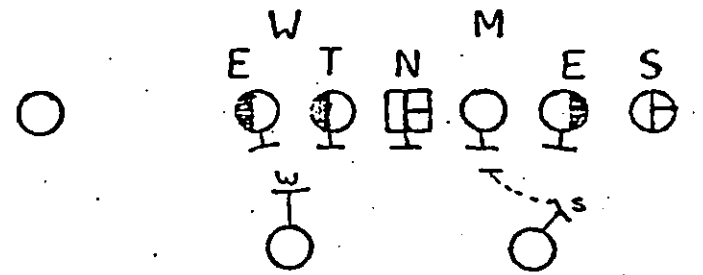


NOTE: Line will use "AREA" Protection

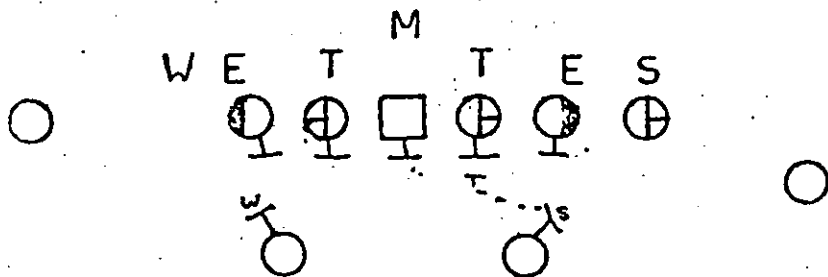
1) 3-4



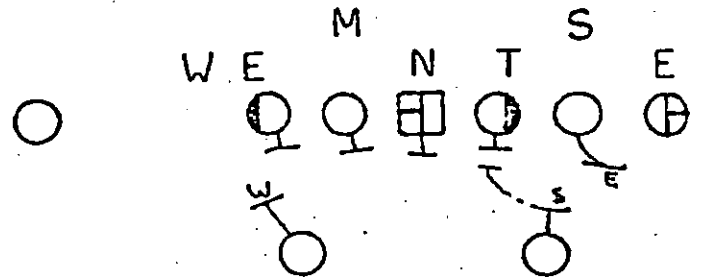
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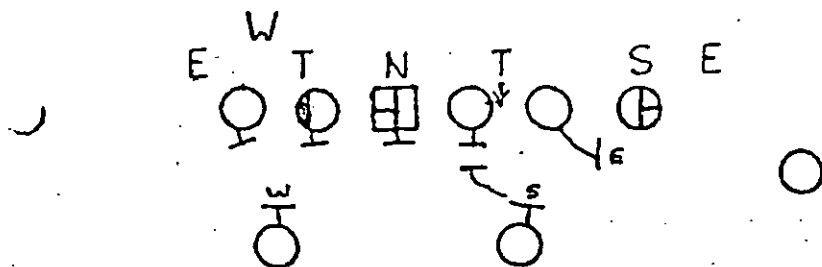
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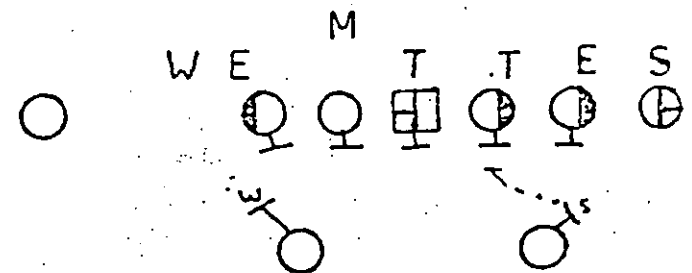
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5) 5-2



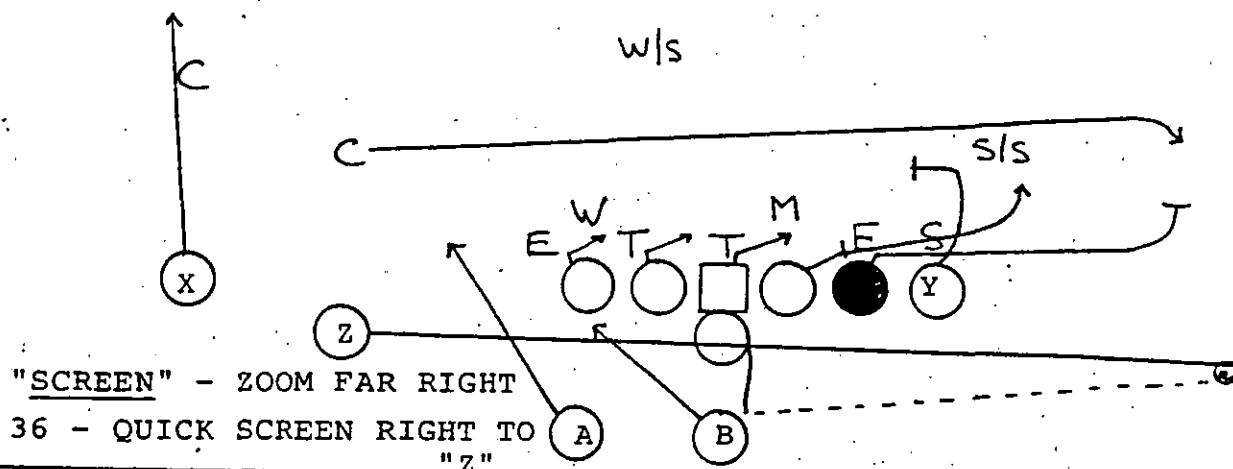
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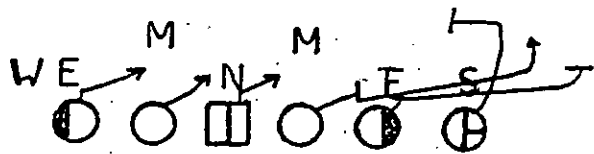
QUICK SCREEN

They will be Quick (no delay) Screens called to X-Z-SLOT-Y or Backs.
They will be called with various ACTIONS (Play Action - Draw - Flood).
The ON-SIDE TACKLE will be FIRST man out and block FIRST force.

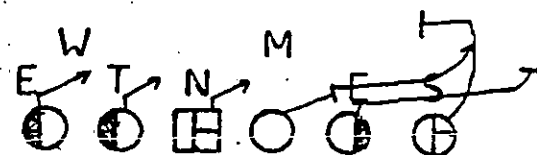
NOTE: Quarterback will alert huddle with first call -- "SCREEN".



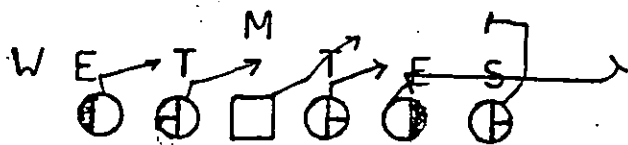
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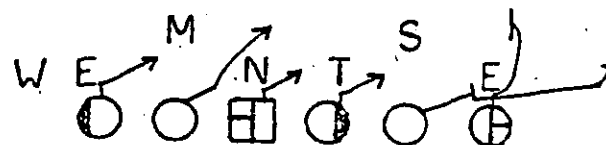
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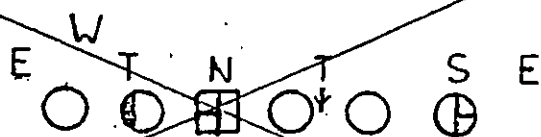
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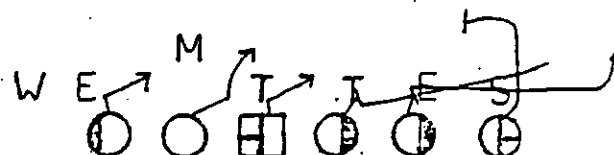
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5) 5-2



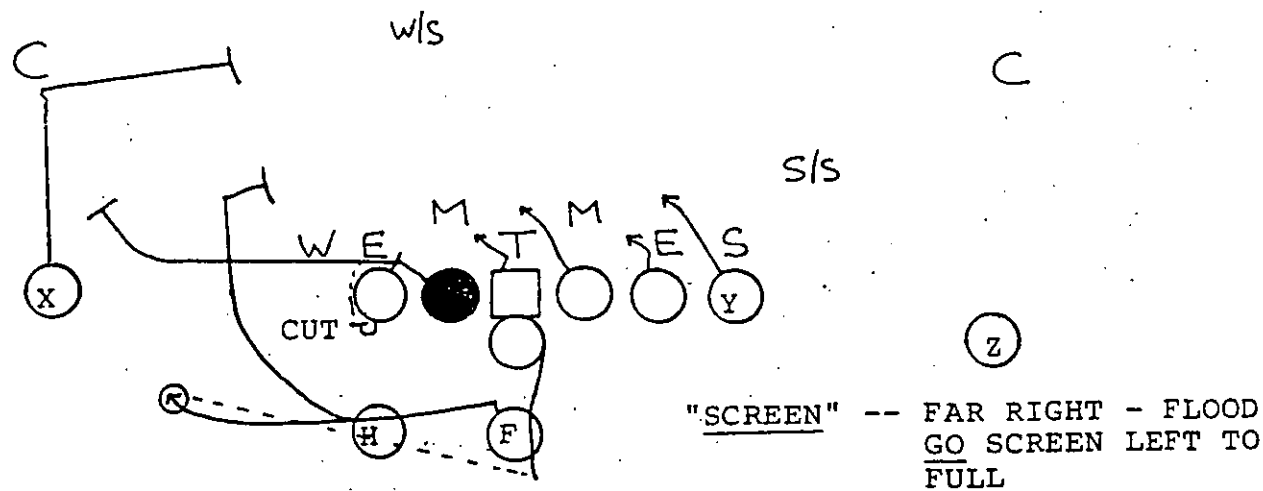
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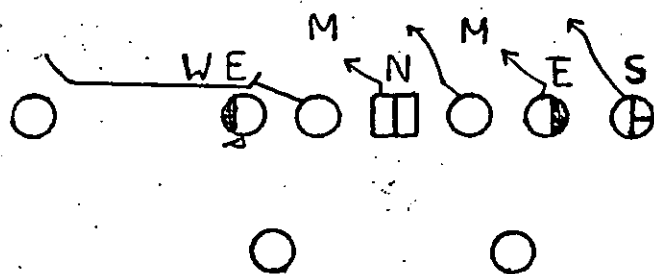
GO SCREEN

They will be Quick (no delay) Screens called to X-Z-SLOT-Y or Backs. The ON-SIDE GUARD will be FIRST man out and block FIRST force. The Tackle will quick set and CUT Defensive End at line of scrimmage. They will be called with various actions.

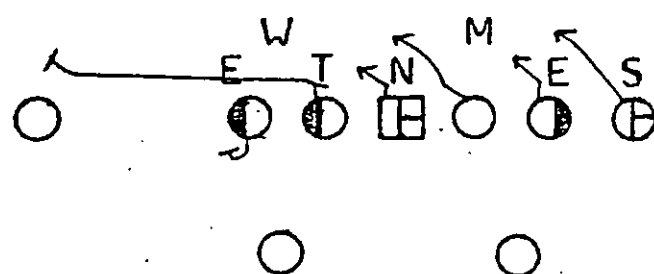
NOTE: Quarterback will alert huddle with first call -- "SCREEN".



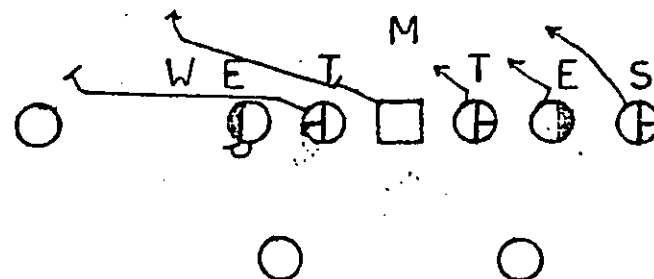
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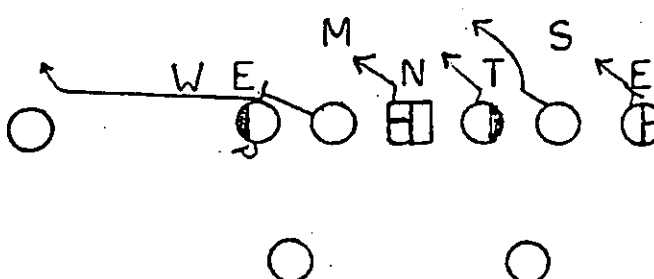
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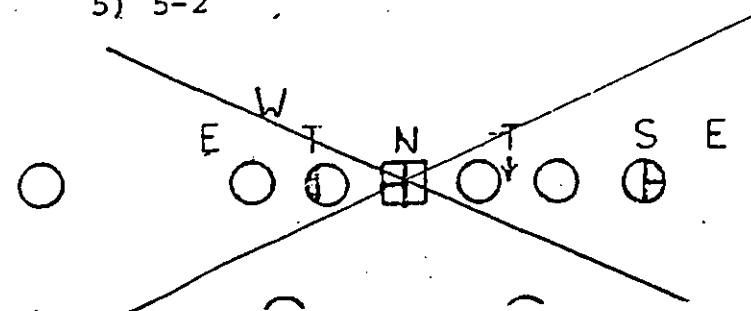
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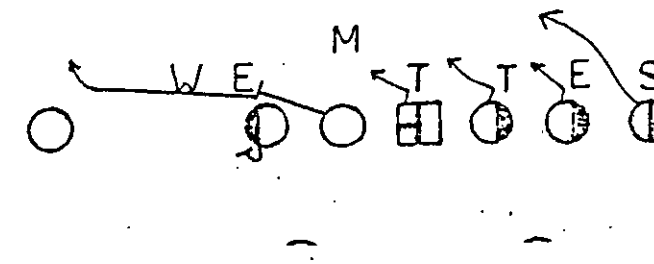
4) OVER TIM



5) 5-2



6) OVER



STICK PROTECTION

STICK -- Term added to denote necessary distance for first down. Receivers MUST run routes TWO (2) yards deeper than FIRST DOWN distance. Quarterback will drop 5 steps or 7 yards. Because of the shorter drop, the LINE will block Defender's TOUGHER.

NOTE: Uncovered Center or Guard's set SHORTER.

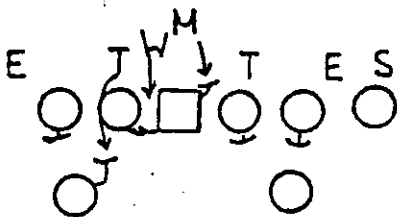
WIDE SCREEN PROTECTION

WIDE SCREEN -- Term used to describe pass route where BACKS ("A" or "B") set down approximately 5 YARDS outside of the Tight End (Y) on the strongside or 5 YARDS outside the Tackle weakside. Term also alerts the UNCOVERED LINEMAN to the direction of the call., No "dog", release to SCREEN area and become a ONE Man Screen. BACK will call "GO" when about to receive the ball. The Back ("A" or "B") to the side of the "WIDE SCREEN" is HOT and has no blocking responsibility.

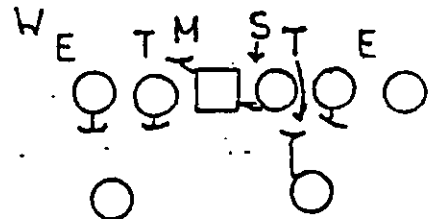
GAP CALL

GAP -- an adjustment in passing situations between Guards and Backs. When a Backs responsibility is aligned in the A-Gap on the first level before the snap of the ball, the Guard will call "Gap" and protect the A-Gap and the Back protect the B-Gap. If no time for Guard to make call, this must be done by Backs and Guard on sight adjustment.

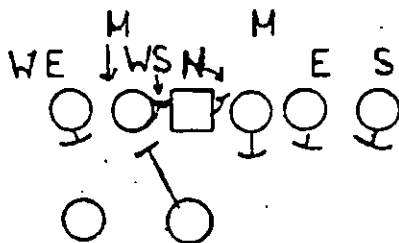
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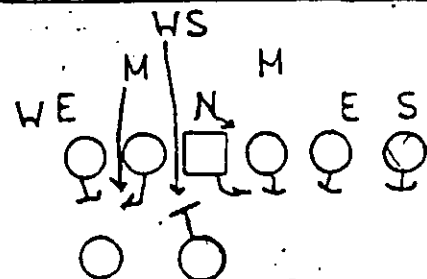
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RED 63



RED 63



BASIC NICKEL PROTECTION AND IDENTIFICATION

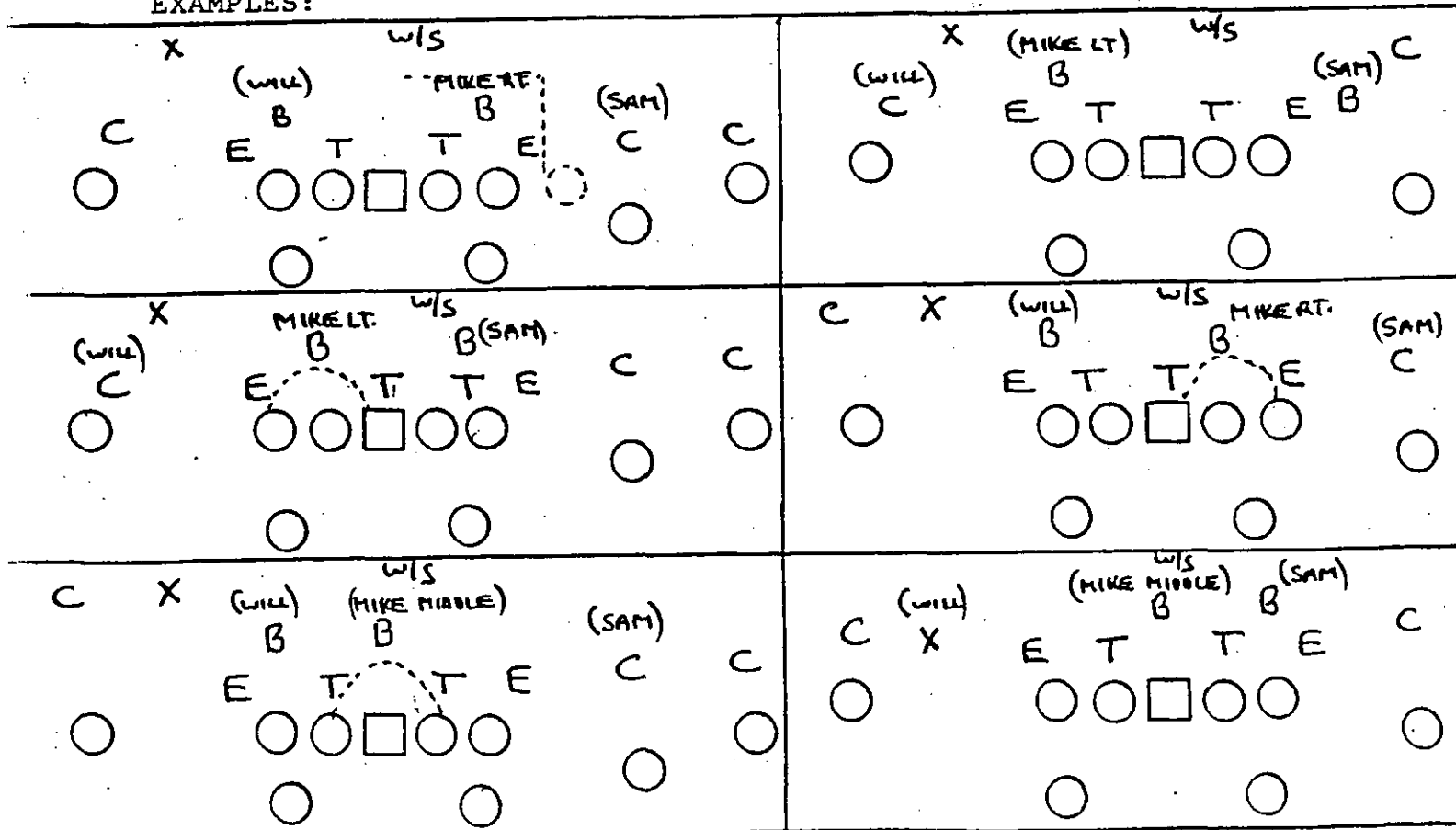
NOTE: Different blocking schemes may be necessary for teams with different tendencies and/or philosophies.

I. CENTER will make first call at line of scrimmage and identify the middle linebacker (Mike) for "dog" pickup. He will call "MIKE MIDDLE / RIGHT/LEFT". With MIKE identified, SAM will be next man out to strongside, and WILL will be next man out to weakside from the middle linebacker.

A. CENTER will first check for Bubble Backer for "MIKE MIDDLE - RIGHT/LEFT".

B. No Bubble Backer make a "MIKE RIGHT/LEFT" call starting TO the side of the strength of the formation, right or left. The first man inside the Tight End position (one yard outside your offensive Tackle), off the ball but within five yards of the line of scrimmage is "MIKE".

EXAMPLES:



II. QUARTERBACK can audible in two different ways to handle any BLITZ possibility.

A. Quarterback's sequence for Recognition of BLITZ.

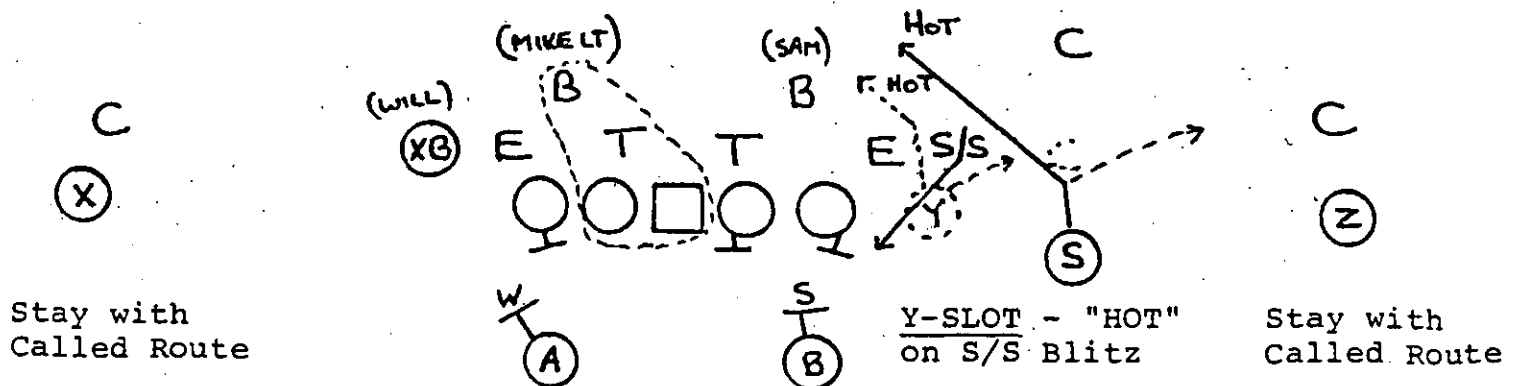
1. Hear Center's call of "MIKE RIGHT/LEFT/MIDDLE".
2. Check BLITZ possibility AWAY from Right or Left call or AWAY from strength on "MIKE MIDDLE" call, none there, check BLITZ possibility TO side of Right or Left call, or to strength.
3. No Blitz possibility, read TYPE of coverage by linebacker drop, or by Defensive Back alignments.
4. Quarterback cadence - "MIKE MIDDLE-RIGHT-LEFT" to same side as "MIKE MIDDLE-RIGHT-LEFT" call of Center, "SET ... 3-85 ... 3-85 ... HUT ... HUT."

EX: "MIKE RIGHT - SET ... 4-76 ... 4-76 ... HUT ... HUT."

B. Audible to "RAM LEFT (RIGHT)".

1. Changes all protection to 70's with "Y" or SLOT "HOT" on S/S Blitz. Wide Receiver's will stay with original routes called in huddle (or by Game Plan).
2. Changes "MIKE MIDDLE or RIGHT (LT)" call to "MIKE LEFT (RT)".

RAM LEFT (RT) PROTECTION



C. Audible to "60'S or RED 60'S"

1. Must be a Tight End (Y) in his normal position or at SLOT and shift to a normal Tight End position.
2. Center's original call of "MIKE RIGHT (LT)" will remain.

- D. AUDIBLE PROCEDURE: When Quarterback reads BLITZ possibility, he will audible by repeating snap count (if on "THE NUMBER") after command "SET", or by calling out "RAM LT(RT)" / "60's" / "RED 60's" if on "SET", or on "THE AUDIBLE" snap count.

EX: Snap Count on "2".

"MIKE RIGHT" ... "SET" ... "2-RAM LT" ...
"2-RAM LT" ... HUT ... HUT".

"MIKE RIGHT" ... "SET" ... "2-63" ... "2-63" ...
HUT ... HUT".

"MIKE RIGHT" ... "SET" ... "2-RED 67" ... "2-RED 67" ...
HUT ... HUT".

EX: Snap Count is on "SET" or on "THE AUDIBLE".

"RAM LEFT ... RAM LEFT" ... "SET" (..."2")

"63" ... "63" ... "SET" (..."2")

"RED 67" ... "RED 67" ... "SET" (..."2")

- III. If Quarterback has no time for audible and it becomes a BLITZ, he must read BLITZ and hit Wide Receiver TO the Blitz side on breakoff. First check side AWAY from "MIKE RIGHT/LEFT" call or AWAY from strength of formation. Wide Receivers must ALWAYS be alert to BLITZ his side.

PASS PROTECTION

If you can pass block, you can play in the National Football League.

In order to maintain consistency in our passing attack, we must develop TREMENDOUS PERSONAL PRIDE in our ability to protect the passer. We must not only work individually but collectively as one well-coordinated unit to become the BEST IN THE BUSINESS.

We must develop the ability to ANTICIPATE each other's moves and be able to make the proper adjustments accordingly and without hesitation. We must also be able to ANTICIPATE and ADJUST to any type of defensive maneuver. To do this with any degree of efficiency requires that we know every possible detail available about our opponents. Pass protection in its simplest form can be reduced to your having more DESIRE to keep your man off the passer than he has to get to the passer. It is not an exaggeration to say each time a pass play is called, every offensive lineman should have a feeling in the pit of his stomach that he refuses to be licked. All the technique in the world cannot help you if you do not have this kind of DETERMINATION to get the job done. Imagine yourself as an ALL-PRO. Then think of how an all-pro pass blocks. It is true that a person is what he thinks about. Successful people are successful because they have made EXCELLENCE their way of life. In order to become the BEST IN THE BUSINESS, we must first think of ourselves as the BEST IN THE BUSINESS. This pattern of thought should begin NOW.

While it is generally thought that the offensive lineman's role in pass protection must be that of passive reaction to the defender who has all the advantages, it does not necessarily have to be that way. By our method of pass protection, we can control the rusher and dictate to him the moves he can and cannot make. We will not simply set back and let him throw us around like a rag doll. With the proper techniques, we will be able to punish the defender as well as keep him off of our Quarterback. This requires a unique blend of determination, cleverness, control, patience, and cunning.

Having said that a determined attitude is the basis for effective pass protection, let's move on to the fundamentals in general:

RULE 3, SECTION 3, BLOCKING (PASS)

1. Pass blocking is the obstruction of an opponent by the use of that part of the body above the knees.
2. During a legal block, hands (OPEN or CLOSED) must be inside the blocker's elbows and can be thrust forward to contact an opponent as long as the contact is inside the frame. Hands cannot be thrust forward above the frame to contact an opponent on the neck, face, or head.

NOTE: The frame is defined as that part of the opponent's body below the neck that is presented to the blocker.

3. The blocker cannot use his hands or arms to push from behind, hang onto, or encircle an opponent in a manner that restricts his movement as the play develops.

4. By use of up and down action of arm(s), the blocker is permitted to ward off the opponent's attempt to grasp his jersey or arm(s) and prevent legal contact to the head.

I. GENERAL

A. The key words in Pass Protection are:

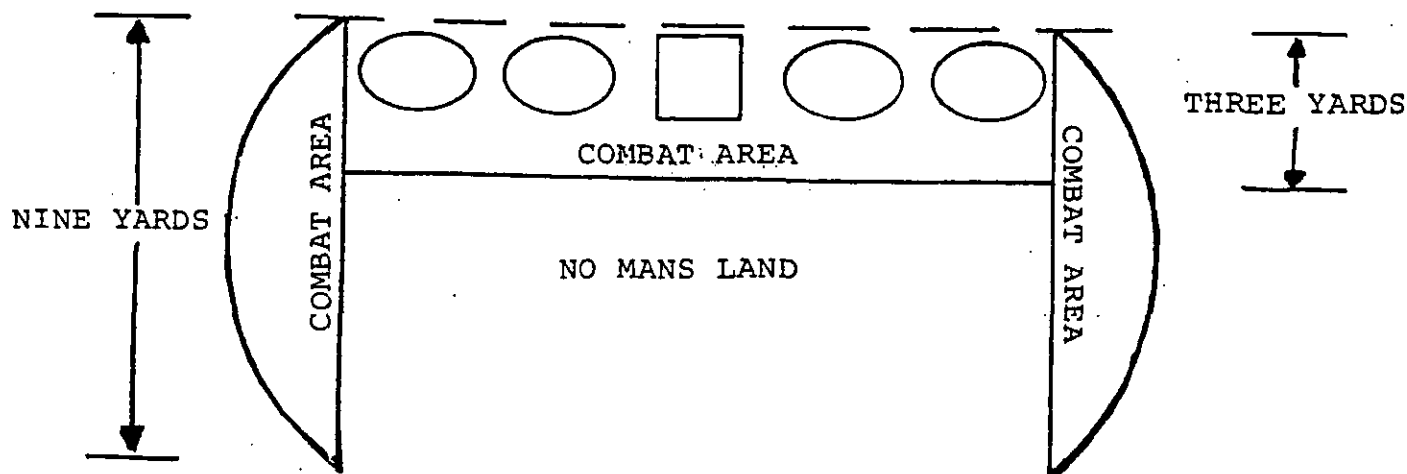
1. Technique
2. Balance
3. Aggressive
4. Control
5. Position
6. Patience

If you get careless in any of these areas, you can expect problems.

B. Know where the Quarterback sets up on each pass play. Know which side to favor as well as how deep you can be without interfering with the Quarterback. On the basic dropback pass, the Quarterback will go back seven steps (nine yards). From nine yards, we will provide an area for him to step up. The Center and Guards are responsible for the depth of the pocket while the two Tackles are responsible for maintaining the width of the pocket.

C. NO MAN'S LAND

1. It is the duty of every lineman to prevent the defensive men from penetrating "NO MAN'S LAND".
2. "NO MAN'S LAND" is an area with a depth of three yards to nine yards with the outside shoulders of the offensive Tackles forming the outside width of the rectangle.
NOTE: Stick Protection, Quarterback sets up 7 yards deep -
TAKE MEN ON TOUGHER.



II. SET

- A. The first and most fundamental element of pass protection for a lineman is SETTING QUICKLY in a good position to "Take Him On". The manner of setting varies depending on the alignment and capabilities of the opponent. Getting, and then maintaining, proper body position is the first basis for getting the job done. Get set quickly into a good, fundamental position with both feet in contact with the ground and the body under control and in good balance. Center and Guards should square up on your man. If the rush man contacts you while you are still leaning back to set up, he has the advantage. QUICKNESS is the key.
- B. The elbows should never be extended like handles for the rusher to grab. The elbows should remain close to your body and all arm and hand maneuvers should be made from the inside out on the rusher.
- C. Make your initial stand on or near the line of scrimmage. Check your initial shoulder position in relation to the line of scrimmage. The Guards and the Center should be parallel or square. The Tackles should be at a slight angle but never parallel to the sidelines.

III. MOVEMENT

- A. Unless it is an aggressive pass, let the rusher make the first commitment. Over-anxiousness and over-aggressiveness can get you into trouble.
- B. Take and respect all inside fakes but never go after an outside fake by the rusher, merely slide to a favorable position to intercept the rusher and stay between him and the passer.
- C. Keep the Center of your body directly between the rusher and the passer (basketball him). The Guards should keep their head in the middle, punch hands into the rusher's body to form a triangle of resistance. The Tackles should favor their head slightly outside, use inside hand and your position to prevent the inside move by the the rusher (never "lose your head" to the inside).
- D. SLIDE and SHUFFLE your feet quickly as if feeling the ground with them. Do not pump your feet up and down as if running upstairs. The more your feet are in contact with the ground, yet still moving, the faster you are able to push off the ground when reacting to your man.
- E. Never stop your feet even if you must wait for a delayed rusher. Remember, a body in motion tends to stay in motion and a body at rest tends to stay at rest. You cannot pass block at rest.
- F. Keep your legs FLEXED to avoid over-extension. Leave your feet as a last resort. Dependence on leaving your feet will get you into trouble.
- G. Keep your feet apart to avoid crossing over. If you cannot avoid crossing your feet, at least strive to delay it as long as possible. You are most susceptible to being thrown

III. MOVEMENT (Cont'd)

while your feet are crossed.

IV. POINT OF CONTACT

- A. Do not let the rusher get into your body and force you into an upright position. You will lose your ability to control the man if you do. If unable to get away from the rusher, give ground grudgingly and work your body down low again into a good, fundamental position.
- B. Stop the rusher's first charge with a rising pop (head up and in the middle). Make him start over. Control yourself as you pop so that you maintain your balance and position. Punch and push-off with your hands and get away as you pop. This is provided for in the rules.
- C. It is better to give up ground (keeping position) than to over-commit and lose your man too quickly. You must follow any commitment by immediately fighting to regain the fundamental position. Make your correction immediately before he can take advantage of you. SLIDE YOUR FEET.
- D. Maintain your balance. Never lean on your man. This prevents "pressuring" that enables the rusher to throw you off balance. It is impossible to lean on your man and fight to get back into a good position at the same time.
- E. You can buy time and regain your position by punching your fist in front of and under the rusher's armpit. This is called the FORK-LIFT TECHNIQUE. Hands must be within the frame that the defender presents to you. If they slip outside the frame, pull hands back to avoid penalty.

V. OPTION BLOCKING

- A. If no rusher comes and you are "FREE", never stay on the line of scrimmage. Slide back with enough depth to pick-up a delayed rusher or help pick-up an escaping rusher. Set behind the man you are to help so that you can help him in either direction (TO and AWAY rules).
- B. When picking up an escaping rusher, stick him before he escapes. Let him know he has been hit! ANTICIPATE!
- C. When blocking a linebacker or a deep back blitzing, remember they are usually 20-50 pounds smaller and much quicker than you are. They will invariably try to juke you rather than allow you to take them on. Maintain your position in front of the Quarterback and force them to run through you to get to him. PATIENCE is the key.

VI. GOLDEN RULES

- A. If your man slips and is at your feet, attack him and take your best legal shot. He would do the same to you.
- B. If he jumps up in front of you, drive your helmet into his groin area. Do not let him get away with batting down a pass.

VI. GOLDEN RULES - (Continued)

- C. If you have erred in protection and lost your man, pivot, and race to a cut-off spot to intercept your man.
- D. NEVER quit or let up until you hear the whistle. Do not be looking downfield to see who is open. Stay after your man until the ball is thrown, locate the ball and cover downfield.
- E. Carry out your assignment alone. Never be dependent on a free man to do your job. He may not be able to help you.
- F. Never lose your poise if you breakdown once. Immediately begin concentrating on the next play. On the sideline, between series, analyze your technique and that of your opponent and correct your effort. (EXAMPLE: Did you shut your eyes? Was your head down? What did he do to cause the breakdown? What did you do to cause the breakdown?)
- G. Your ability to accurately analyze yourself cannot be over-emphasized. Be flexible as to your method of attack. If you are getting licked using one method, you must make some changes. However, you must have confidence that if you are doing it the way you believe in, you will handle your man an excellent percentage of the time. Always have a primary, and at least, one secondary plan that you can go to. Never have to live and die by the same old technique.
- H. Never guess. You are wrong when you get beat because you "THOUGHT HE WAS GOING TO DO SOMETHING ELSE". SET quickly and REACT to his moves.
- I. Remember that pass protection fundamentals are things that you must think about and work on for as long as you play in the National Football League. The tougher the situation and your opponent, the less you experiment and the more you Emphasize Basic Fundamentals.
- J. Although we realize you can only hold off your rusher for a limited period of time, you must accept the responsibility of providing whatever time is necessary to get the ball off. Never use the excuse or alibi that you had your man long enough, if the Quarterback is sacked. If the Quarterback is sacked, we all failed. We will not fail because we are the BEST IN THE BUSINESS.

DROP BACK PASS PROTECTION

BASE BLOCK - is the block used by a back to block a linebacker on blitz pickup or a defensive lineman on Gap Protection. It amounts to a face up, butt block. You must prevent the defensive lineman or linebacker from getting to our Quarterback.

TECHNIQUE - Set up and in with your inside foot, open with your outside foot. Focus all your attention on your man. Make your initial contact as close to the line of scrimmage as possible. Do not knock an offensive lineman off his block! Your eye target area is the middle of your man's numbers.

1. PRE-SNAP READ AND INITIAL REACTION

Locate your linebacker. If he rushes, maintain vision on him. If he drops to pass coverage, run route called or switch your concentration to help in an assigned area or on a designated defender (i.e. - "STAY" or "WORK" call.)

2. APPROACH

Get position to give the outside rusher one way to go (to the outside). Always keep your eyes on the target area of the rusher. When you uncoil, do so with a short, but powerful six inch pop so that you are able to keep your balance and maintain a good fundamental hitting position.

3. CONTACT

Strike the rusher through the numbers with your forehand and simultaneously with the heels of your hands. (Drive your hands up through the rusher's lower chest area.) Uncoil on the rise with your helmet under his chin. Recoil, give ground grudgingly, BUT ALWAYS MAINTAIN POSITION where the rusher has to go through you to get to the Quarterback.

Use the defender's momentum to help you where you have to. If he is an outside rusher, hold an inside position until he gets even with you, then engage him from the inside out. Let his momentum carry him past the Quarterback. If he is an inside rusher, take a stand until he gets in front of you, then slam him and drive him into the pile in the middle. (Make sure you stay with your man for the four second interval just as you would on a running play.)

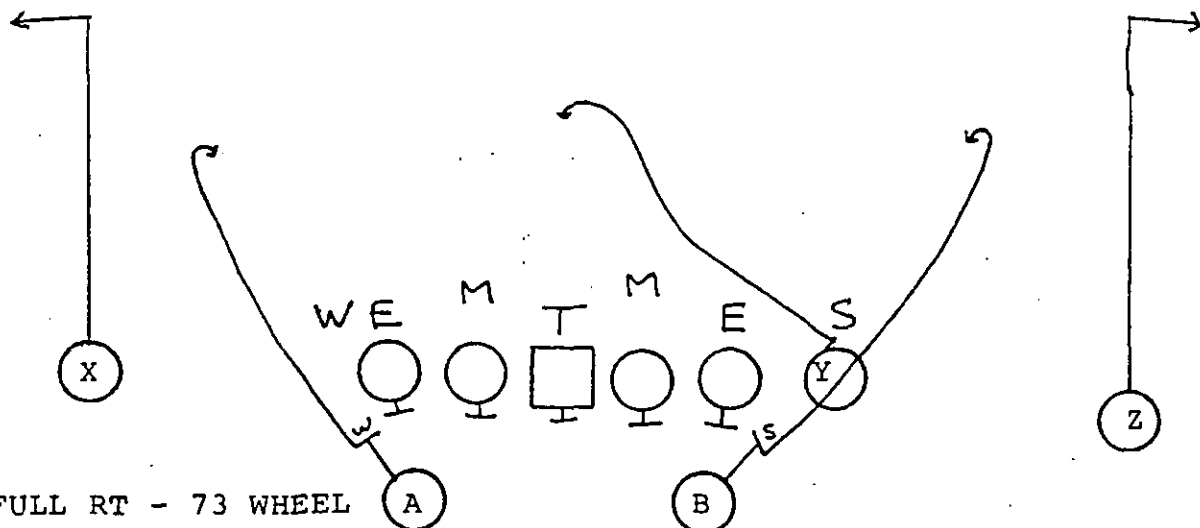
*COACHING POINTS

1. Locate your man with a pre-snap read.
2. Get your eyes on the rusher as soon as possible.
3. Establish good position and engage him as close to the line of scrimmage as possible without knocking an offensive lineman off his block.
4. Do not duck or turn your head away, close your eyes and do not cut.
5. Over-anxiousness and over-aggressiveness gets you out of balance and causes bad fundamental position.

BACKS PASS PROTECTION FUNDAMENTALS (Cont'd)

COACHING POINTS (Cont'd)

6. Do not lean or over-extend to contact the rusher, keep a low center of gravity with your knees bent, head up, and your eyes open.
7. On engagement with the rusher (if not grabbed), recoil and get ready to deliver another "BLOW".
8. Move only to position by shuffling your feet from right to left - NEVER CROSS OVER.



EX: FULL RT - 73 WHEEL

70's (70/73 thru 79)

NOTE: 71/72 - QUICK PASSING

Are passes with the "B" Back (strongside Back) called on a route in the pattern in conjunction with a combination pass 0 thru 9 and/or called route variations to "Y", "Z", "X" or "A". They can be run from any formation. It is primarily used as a strongside pass attack. The "B" Back (strongside Back) is ALWAYS responsible for the strong linebacker "dog" (Sam), no "dog" - un CALLED route. The "A" Back (weakside Back) is ALWAYS responsible for the weak linebacker "dog" (Will), no "dog", run pattern route. The Line will block MAN protection with the uncovered Lineman (Center or Guard) responsible for middle linebacker (Mike/Mac). COUNTER 70 - Backs will cross and switch assignments.

NOTE: Vs. 3-4, Possible "TIM" call by Tackle to change up protection vs. outstanding WILL Linebacker.

"X" - Run Pattern Route or called variation

"Y" - Run Pattern Route or called variation.

"Z" (SLOT) - Run Pattern Route or called variation.

"A" - Check linebacker your side (Will), no "dog", run pattern route or called variation.

"B" - Check linebacker your side (Sam), no "dog", run called route.

C.P. - CALLS that can be made by Quarterback.

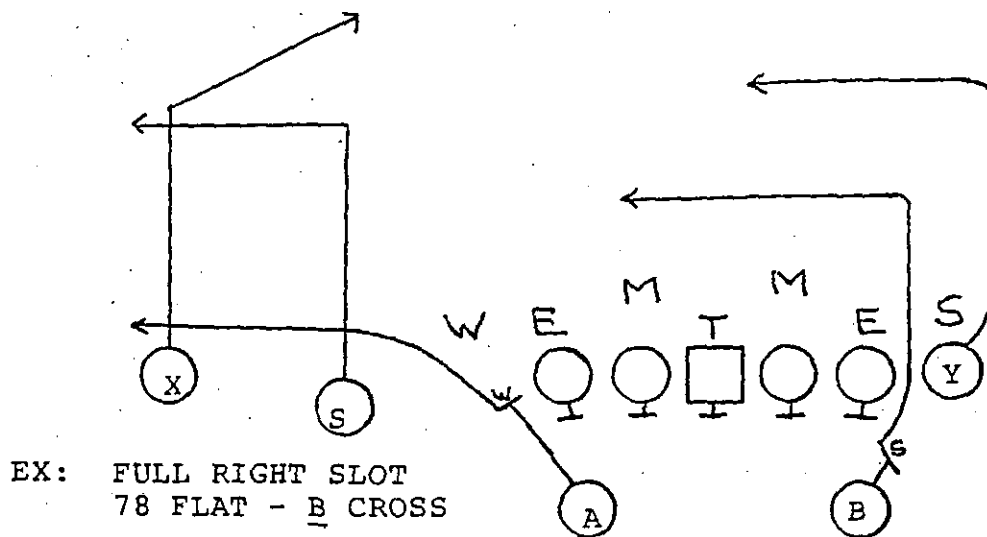
STAY -- Term to tell "B" (strongside Back) to check linebacker his side (Sam), no "dog", help on designated lineman.

WORK -- Term to tell "A" (weakside Back) to check linebacker his side (Will), no "dog", help on designated lineman.

MAX -- Term to tell BOTH Backs to check linebacker their side, no "dog", help on designated lineman.

STICK -- Term to tell deep Receivers to run their routes at 12 yards. Quarterback will drop 5 steps (7 yards). Because of the shorter drop, the LINE will block defenders tougher. Uncovered Center or Guards will set shorter.

70 - SLOT FORMATION



70'S (SLOT FORMATION)

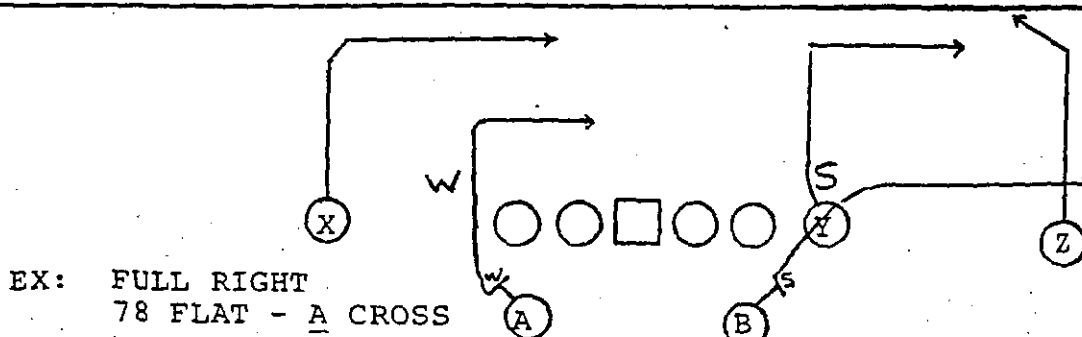
NOTE: 71/72 QUICK PASSING

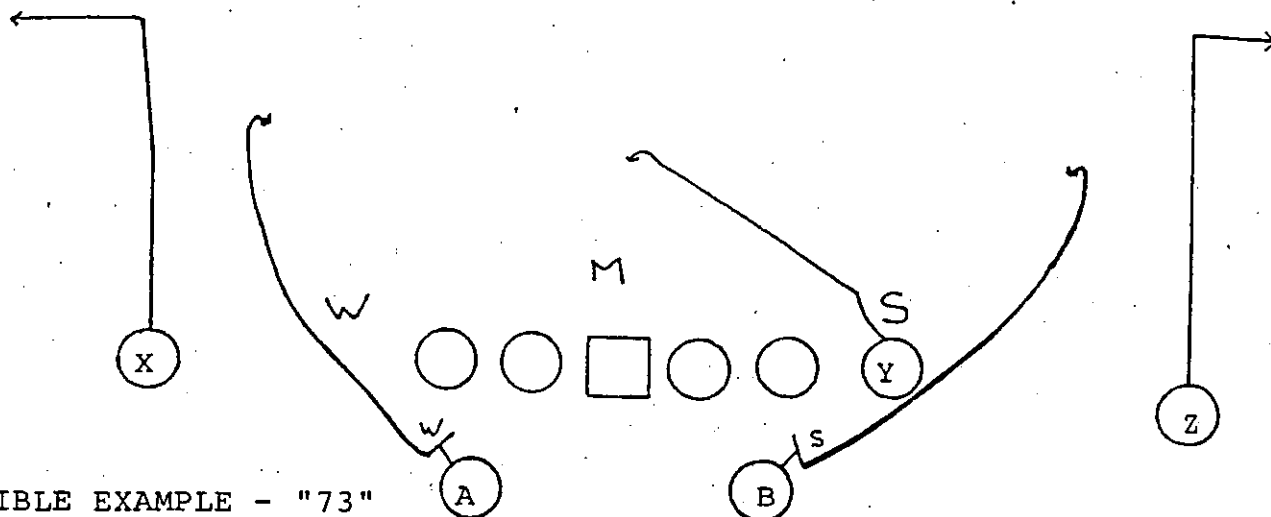
Are passes from a "SLOT" FORMATION with the "A" Back (Back on the 2 RECEIVER side) called on a route in the pattern in conjunction with a combination pass 0 thru 9 and/or called route variations to "X", "Y", "SLOT", or "B".

The Backs and Line have the same pass blocking responsibilities as from a REGULAR formation.

- "X" - Run Pattern Route or Called Variation
- "Y" - Run Pattern Route or Called Variation
- "SLOT" - Run Pattern Route or Called Variation
- "A" - Check linebacker your side (Will), no "dog", run CALLED route. (SLOT FORMATION you are CALLED Receiver.)
- "B" - Check linebacker your side (Sam), no "dog", run Pattern Route or Called Variation.

- NOTES:
1. This change for BACKS from REGULAR to SLOT Formation is ONLY for 70 Protection.
 2. Quarterback will adjust called variations for "B" and "SLOT" in a Slot Formation.
 3. Additional calls made by Quarterback (Stay - Work - Max - Stick) remain the same.





AUDIBLE EXAMPLE - "73"

70 AUDIBLE (0-9)

RIGHT OR LEFT FORMATION

An audible called from Regular or Slot Formation to take advantage of a defensive coverage or alignment. It is regarded as a strongside pass audible. It will be a 70 number in conjunction with a pass route number 0 thru 9. The pass route number is for "Z", with other receivers running complimentary routes. The "B" Back (Strongside Back) is responsible for strong linebacker (Sam) dog, no "dog", run pattern route. The "A" Back (Weakside Back) is responsible for weak linebacker (Will) dog, no "dog", run pattern route. The Line will block MAN protection with the uncovered Lineman (Center or Guard) responsible for the middle linebacker (Mike/Mac..

"X" - Run Audible Pattern Route

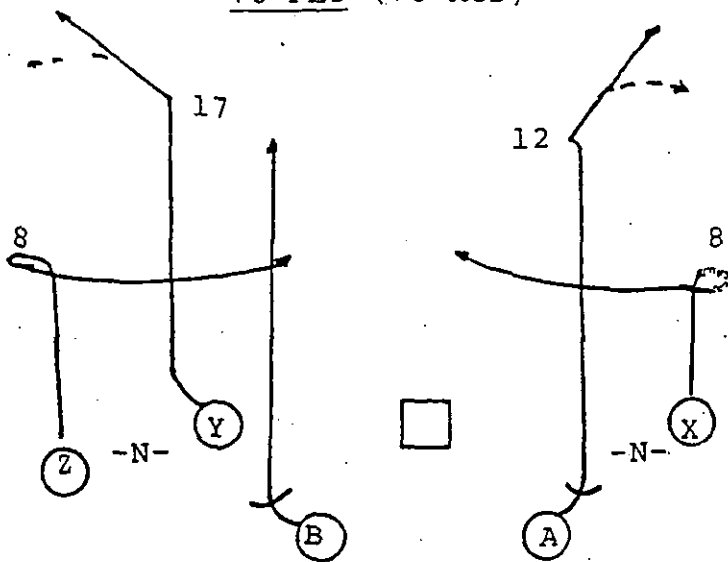
"Y" - Run Audible Pattern Route

"Z" (SLOT) - Run Audible Pattern Route

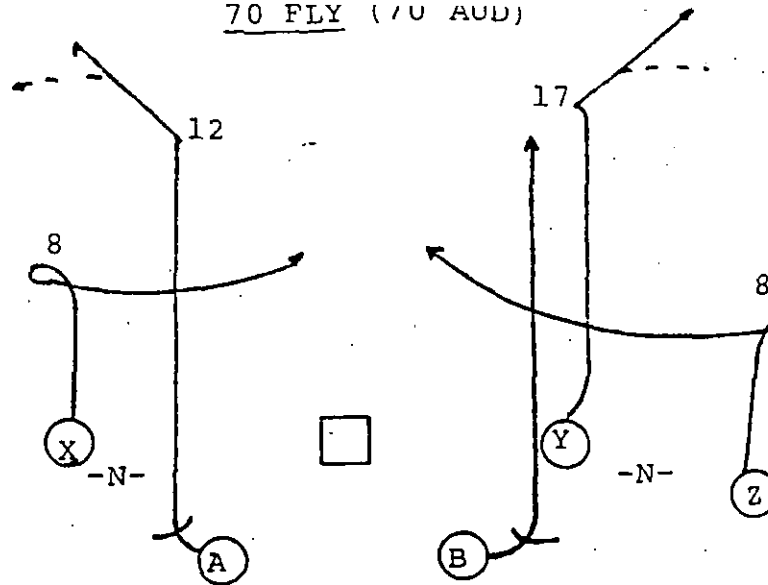
"A" - Check linebacker your side (Will), no "dog", run pattern route.

"B" - Check linebacker your side (Sam), no "dog", run pattern route.

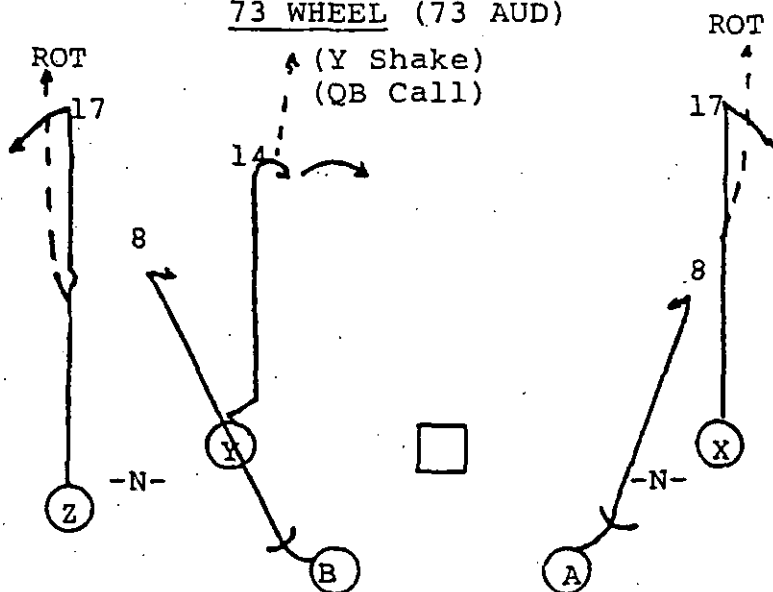
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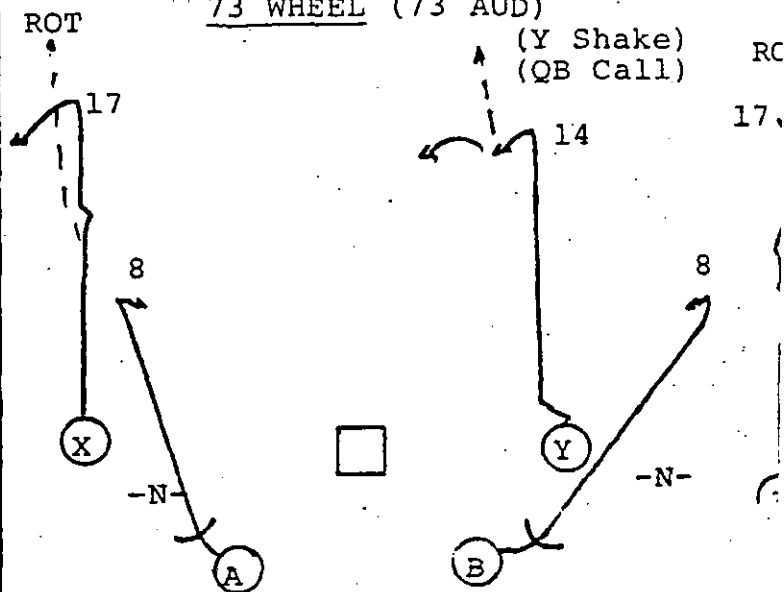
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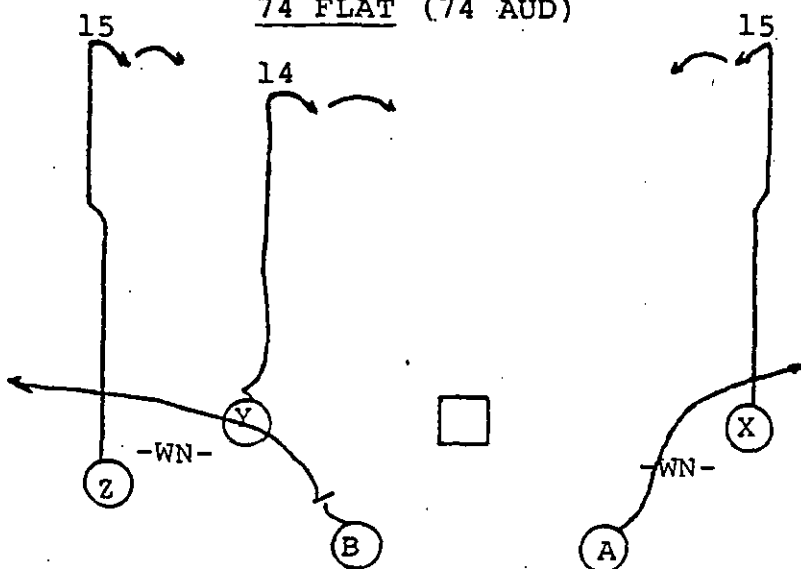
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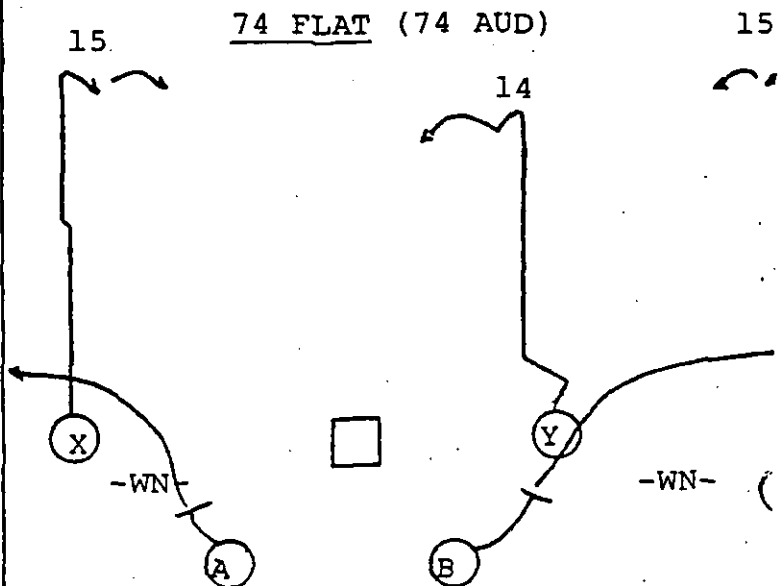
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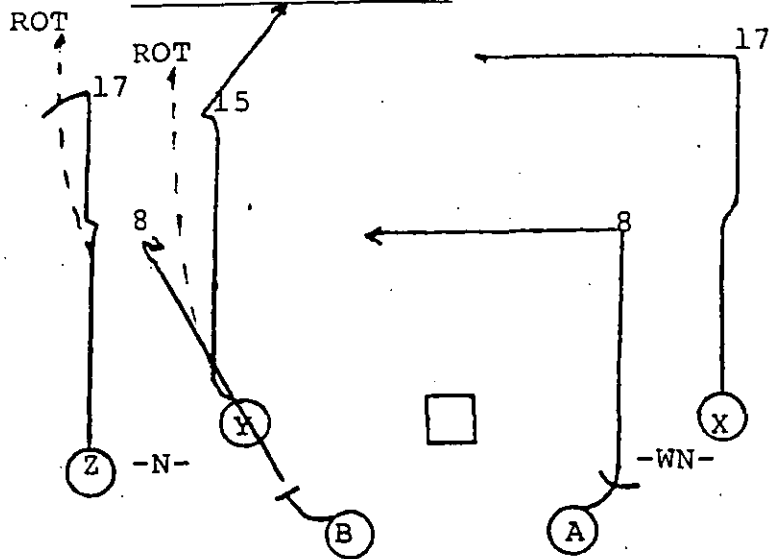
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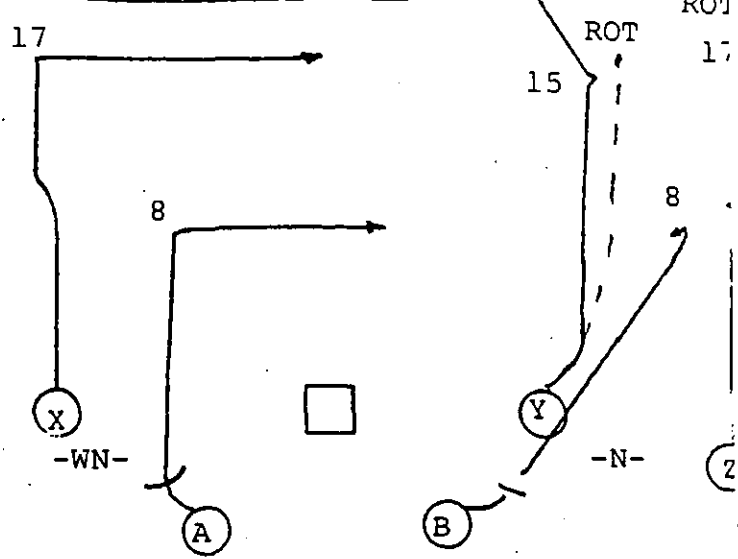
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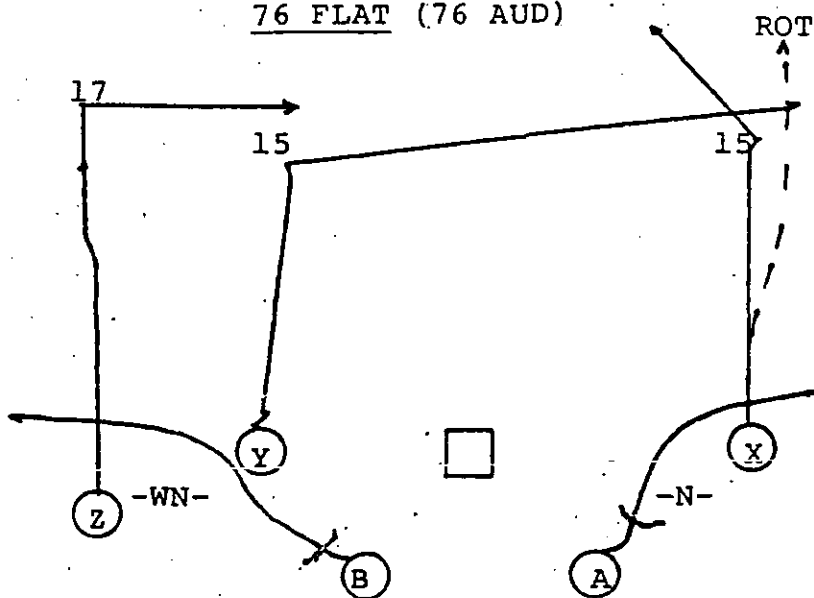
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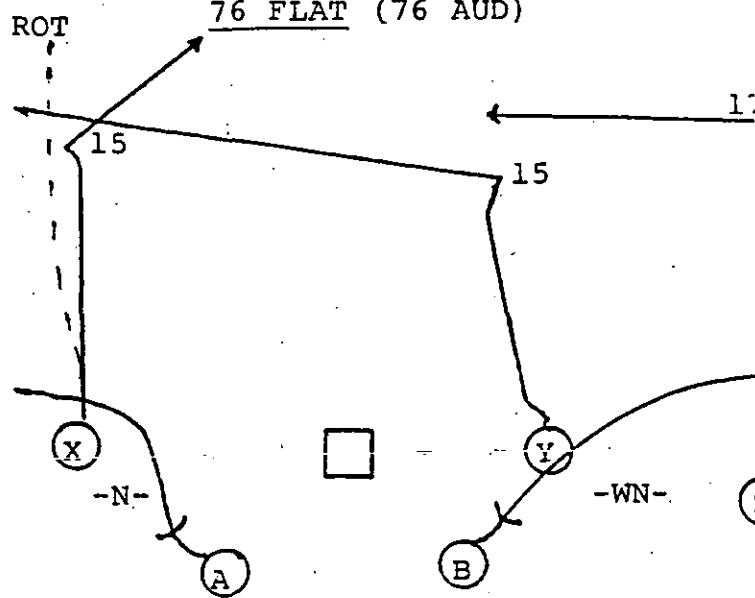
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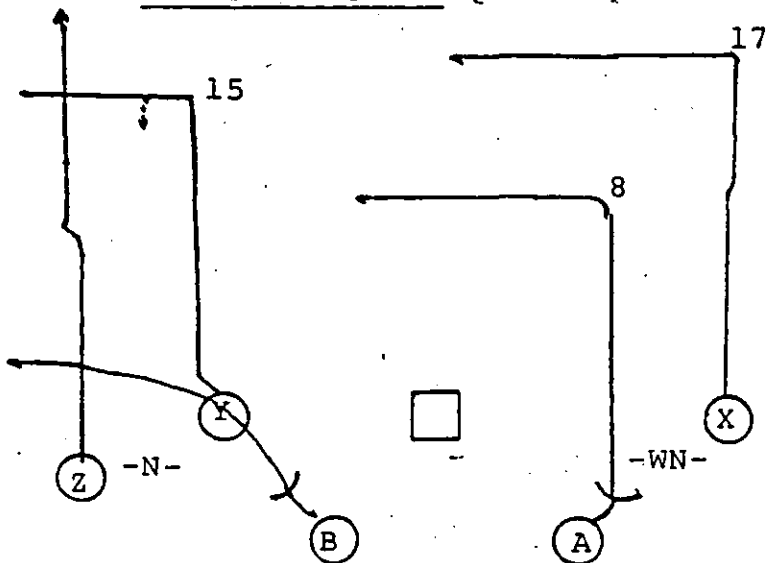
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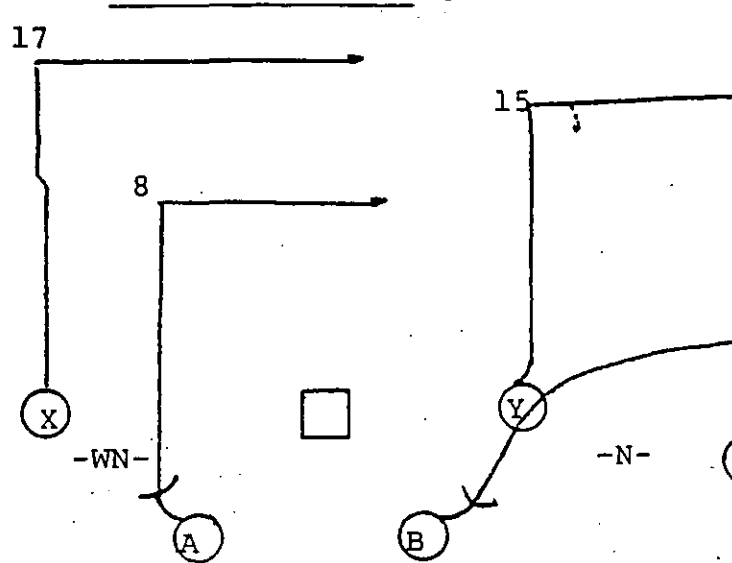
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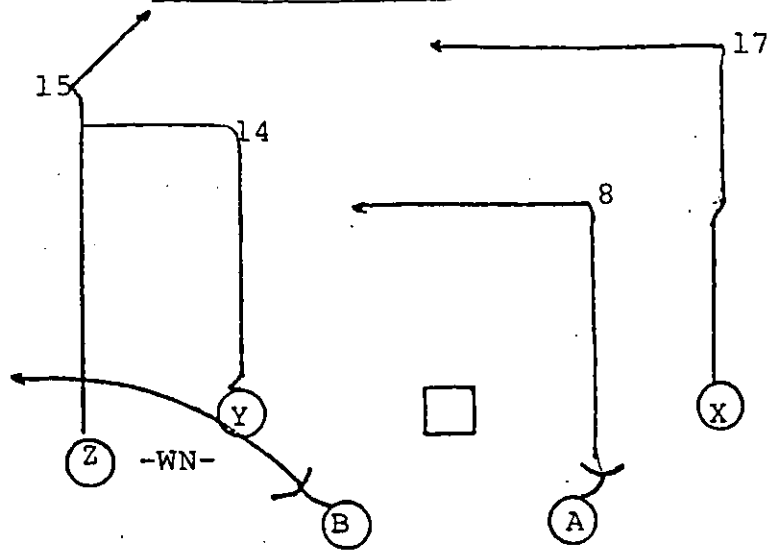
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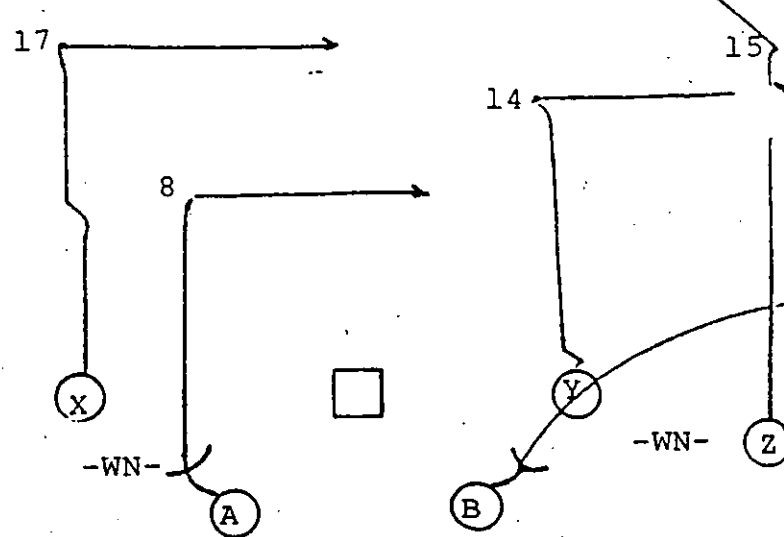
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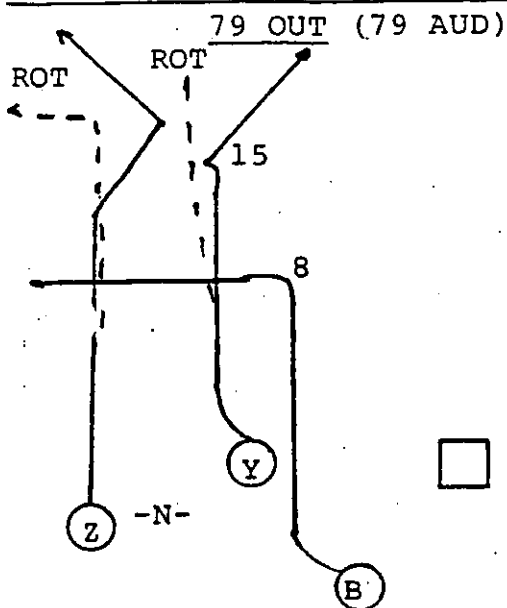
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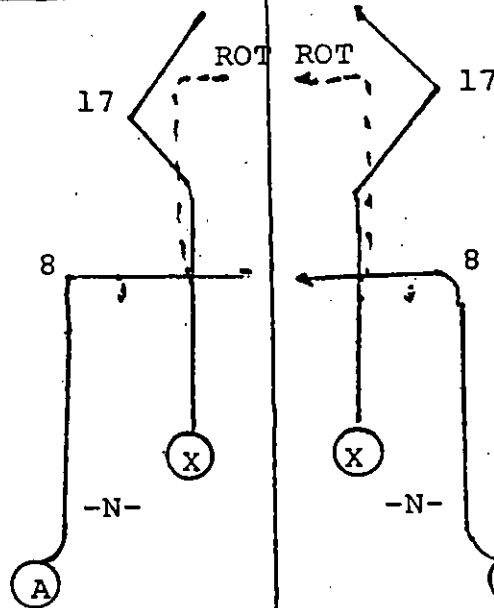
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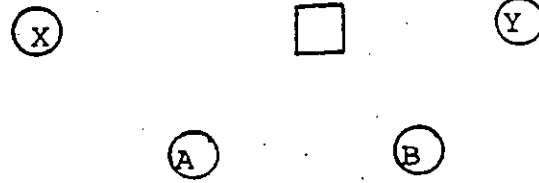
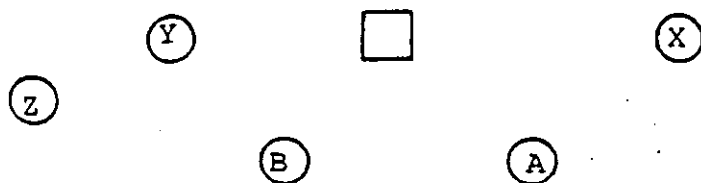
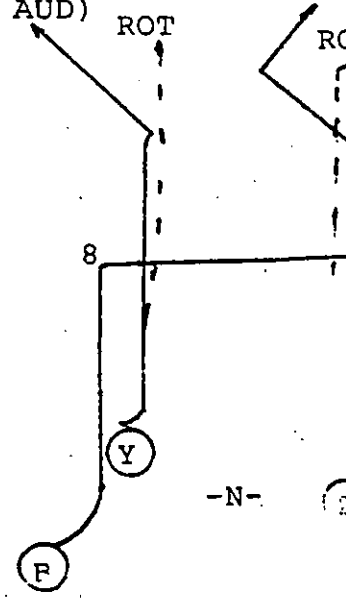
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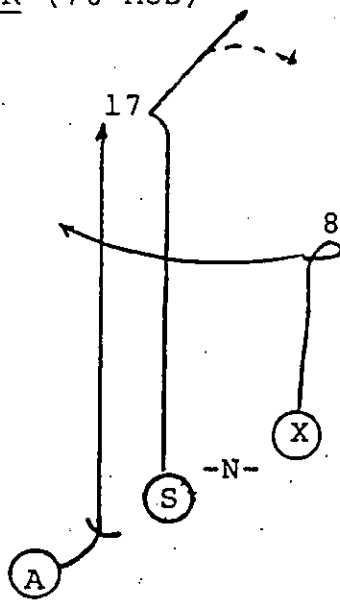
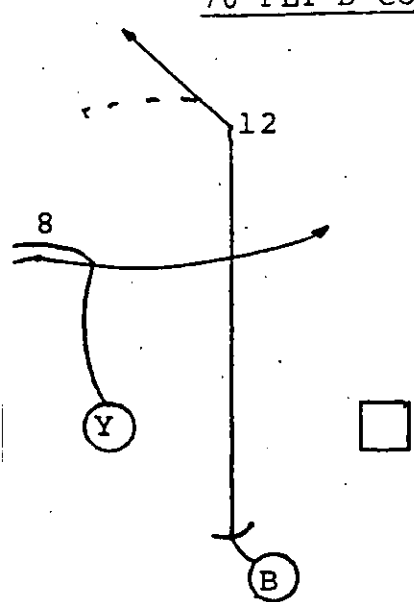
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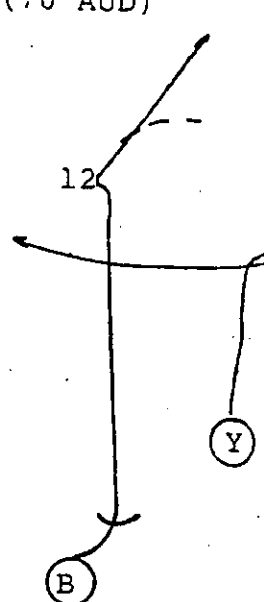
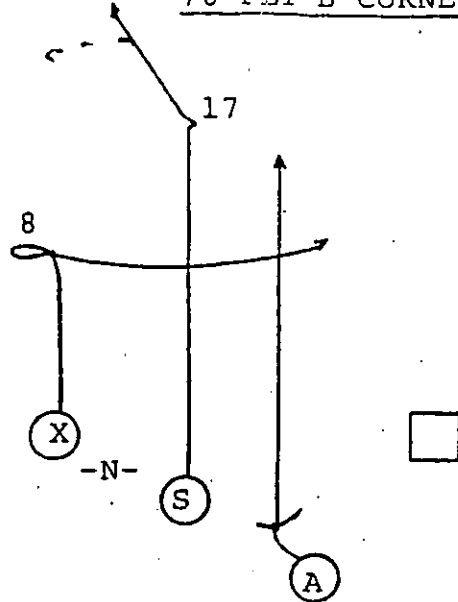
79 OUT (79 AUD) BOT



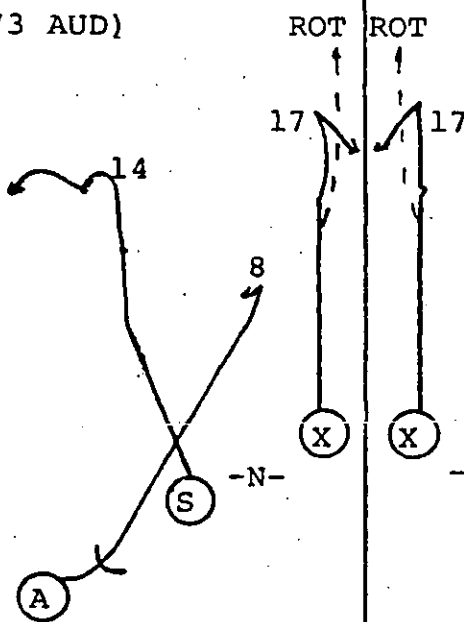
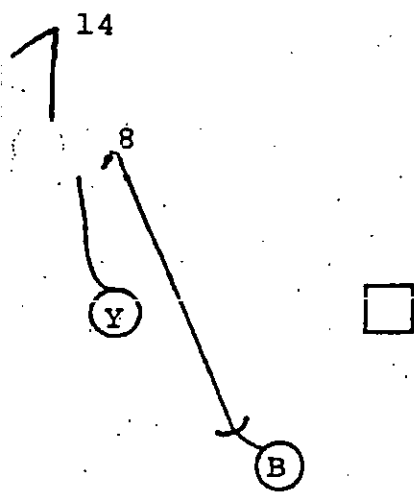
70 FLY B CORNER (70 AUD)



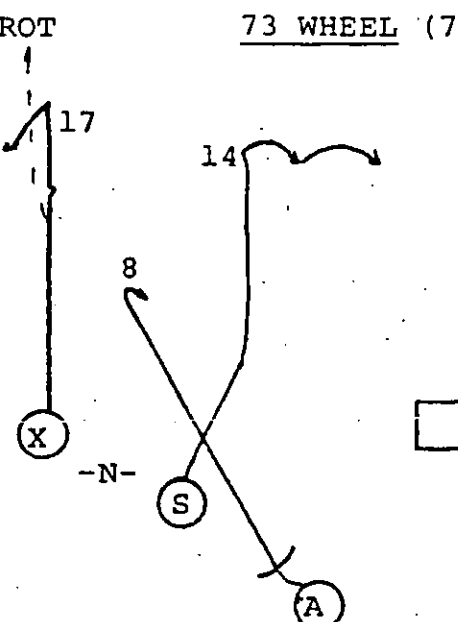
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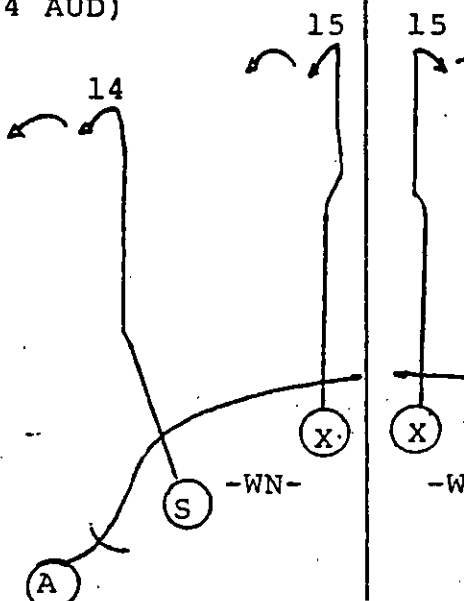
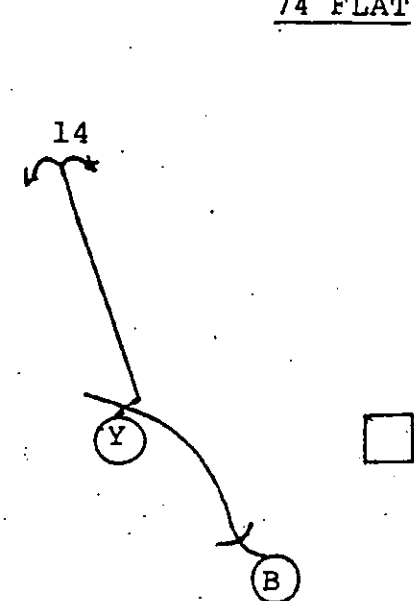
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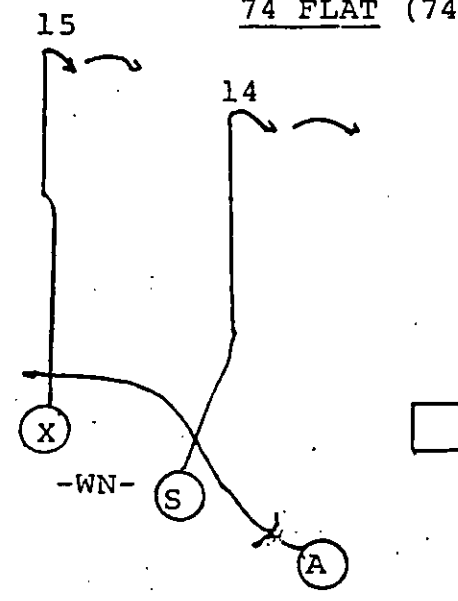
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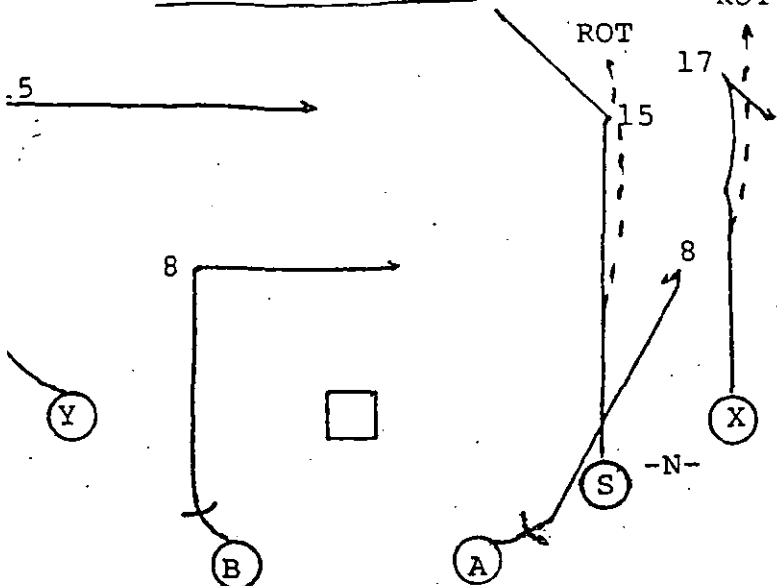
74 FLAT (74 AUD)



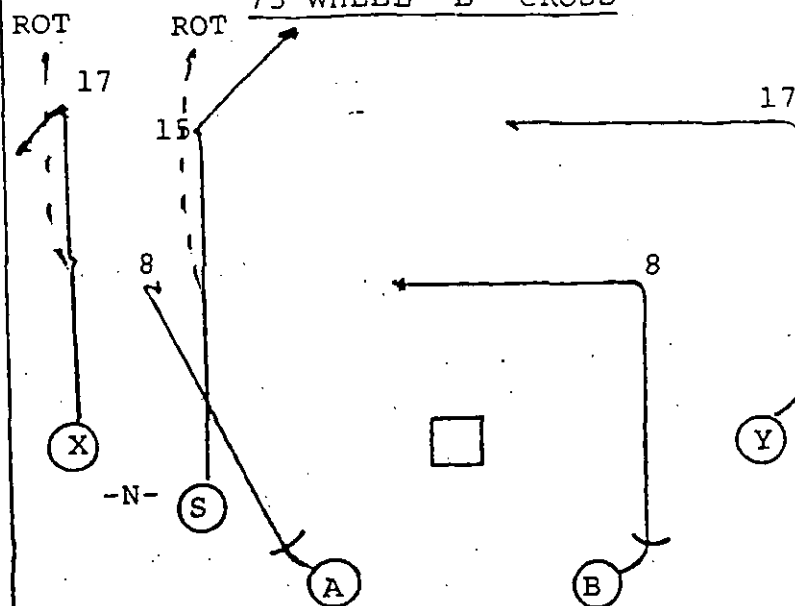
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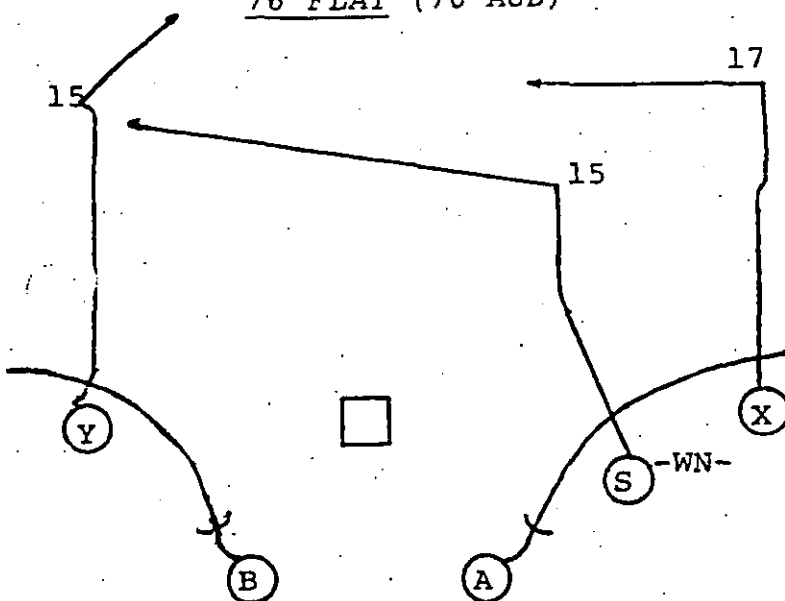
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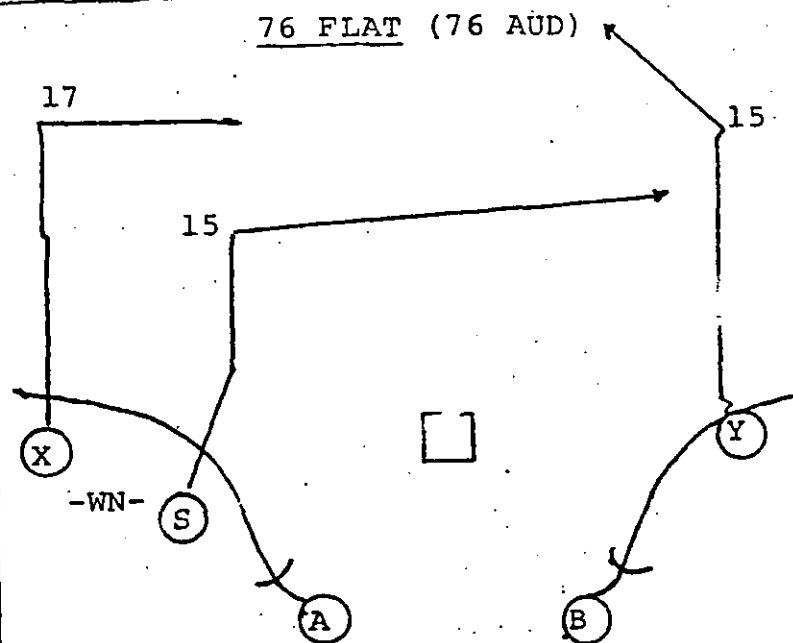
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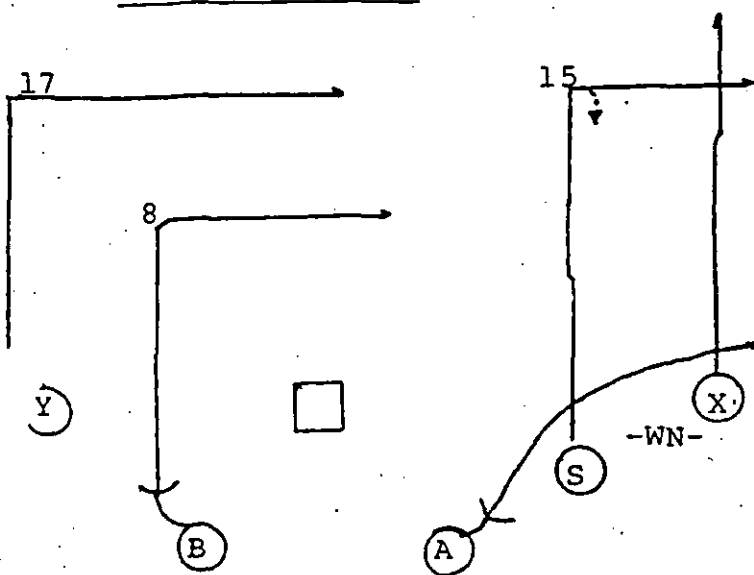
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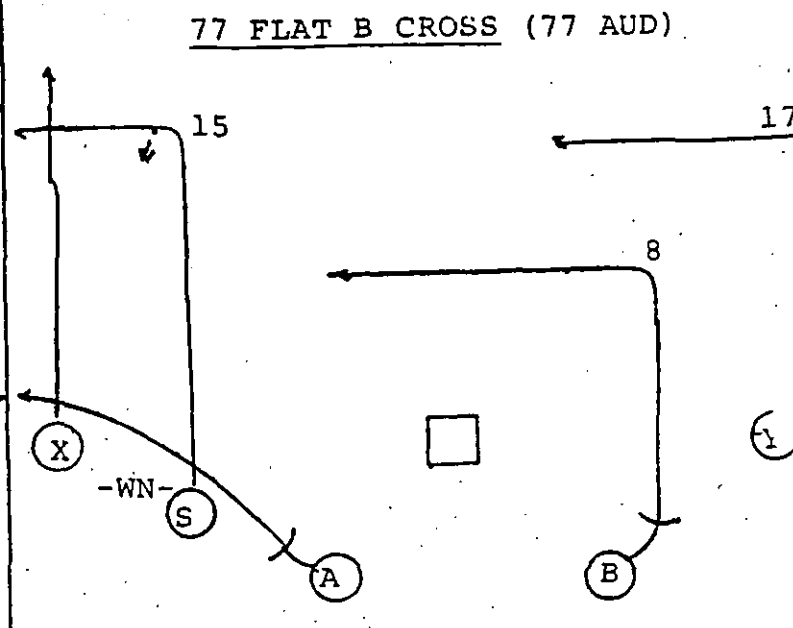
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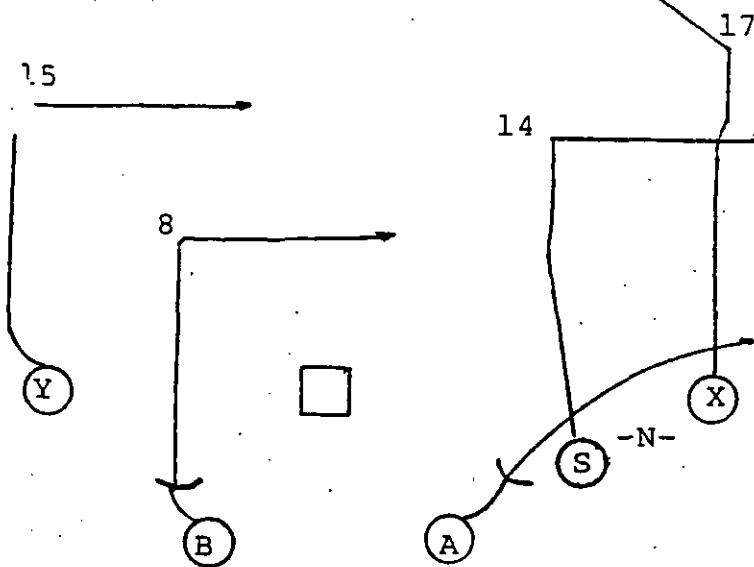
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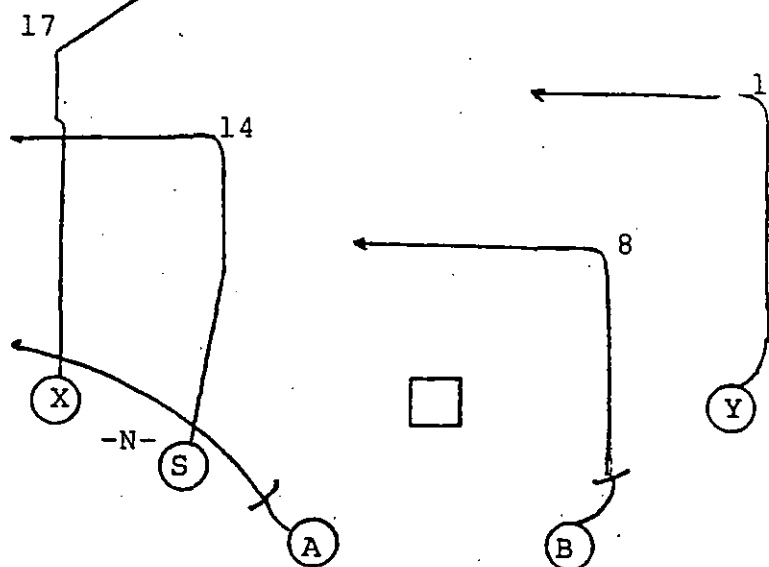
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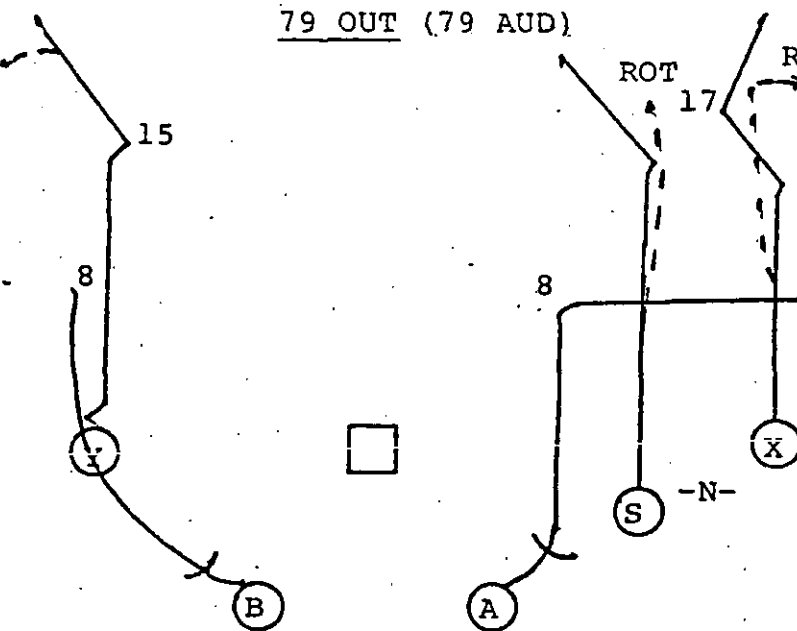
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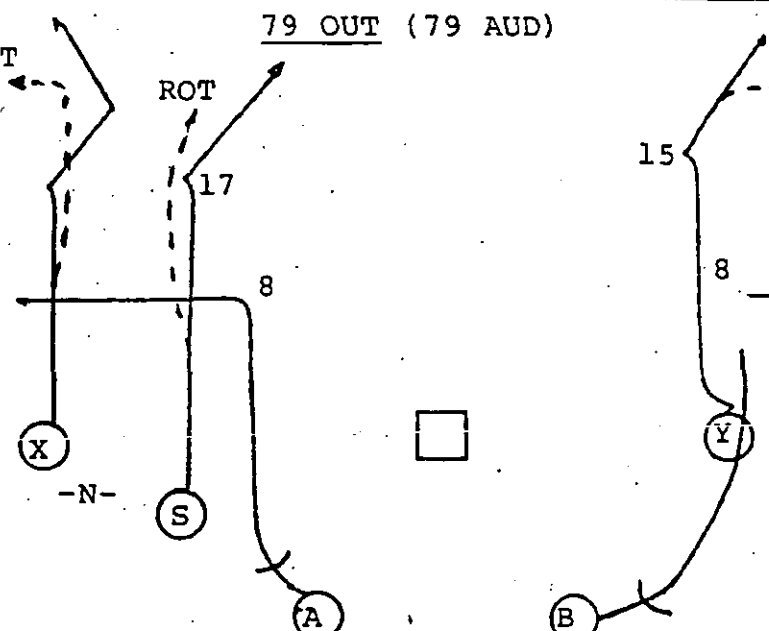
78 FLAT B CROSS (78 AUD)



79 OUT (79 AUD)



79 OUT (79 AUD)



Y



X

X



S

S

B

A

A

B

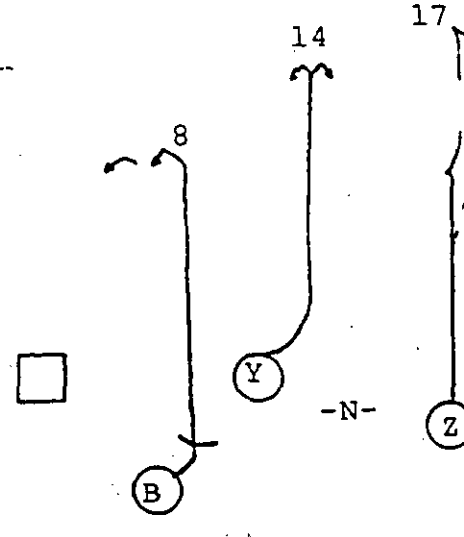
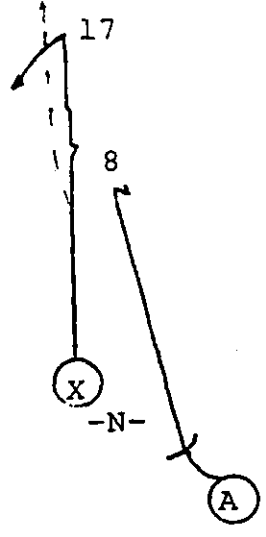
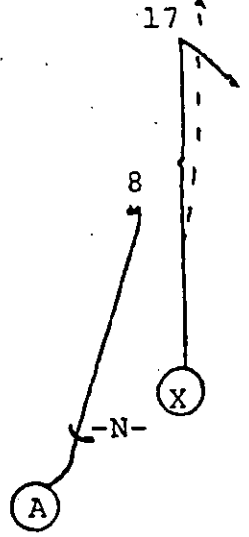
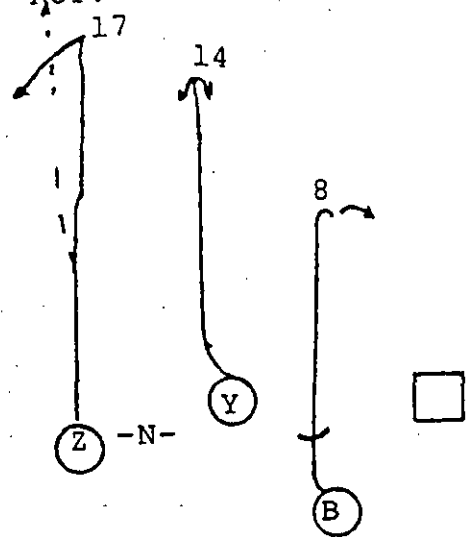
Fade vs.
ROT.

73 CURL

Fade vs.
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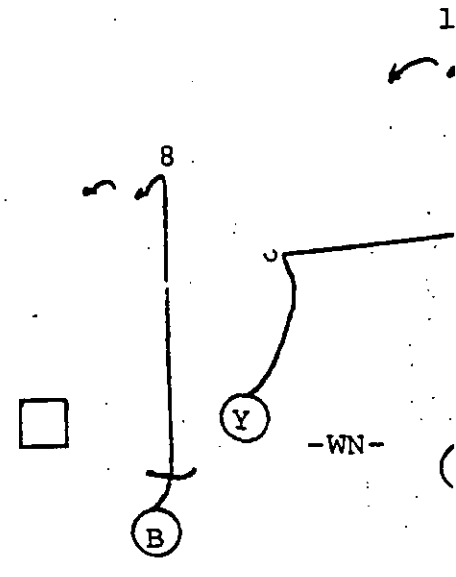
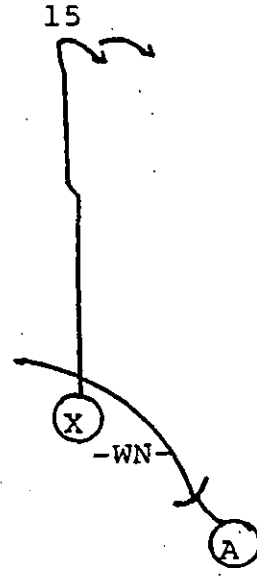
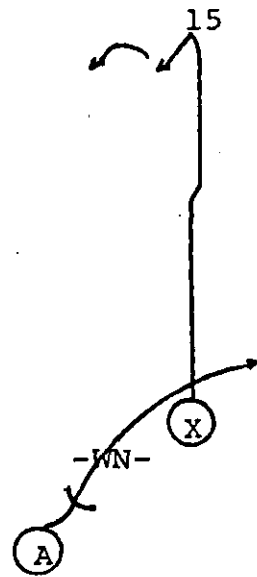
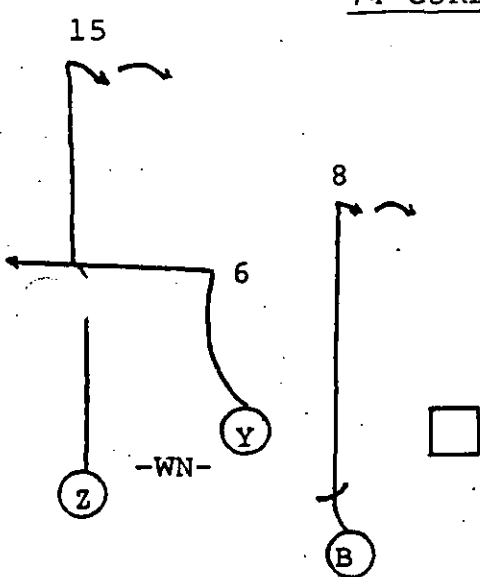
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73 CURL



74 CURL

74 CURL



Fade vs.
ROT.

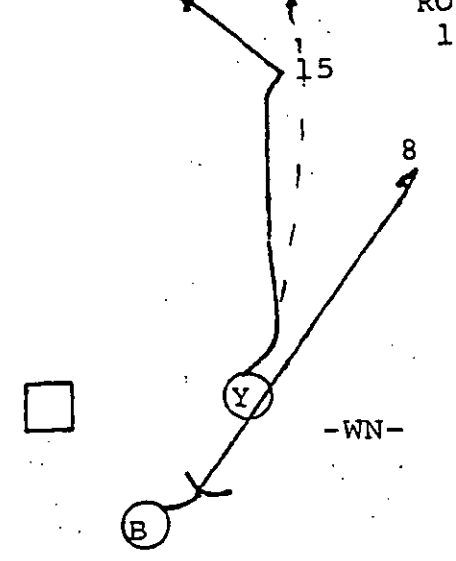
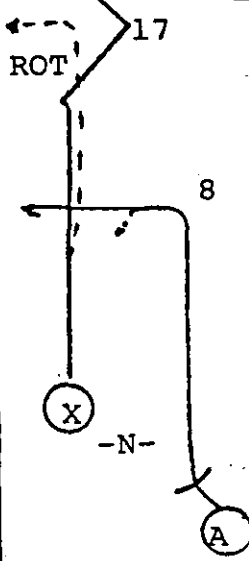
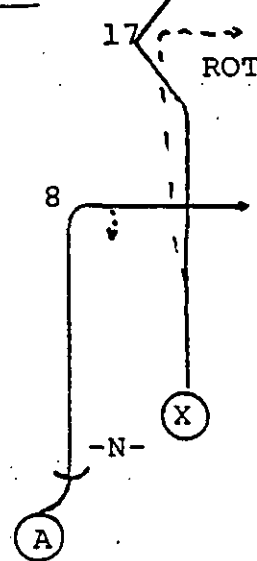
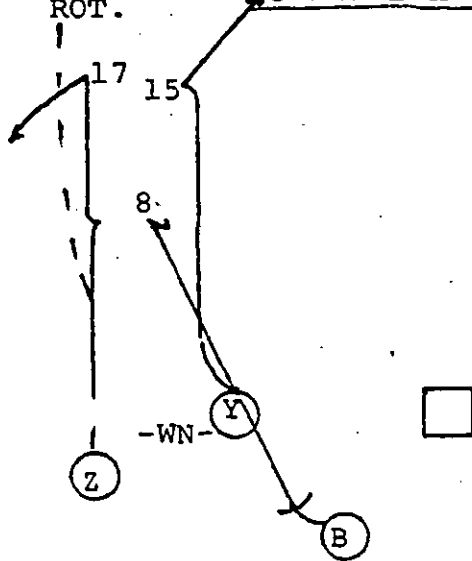
75 WHEEL X CORNER

Fade vs.
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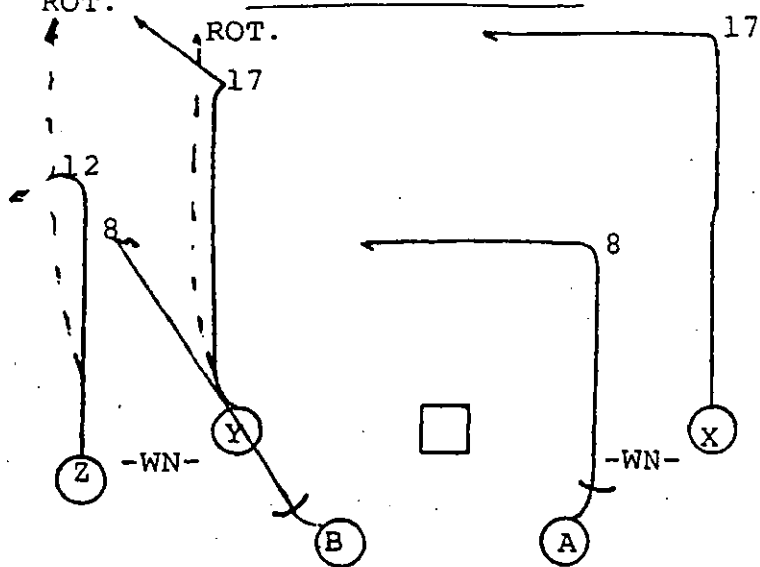
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75 WHEEL X CORNER

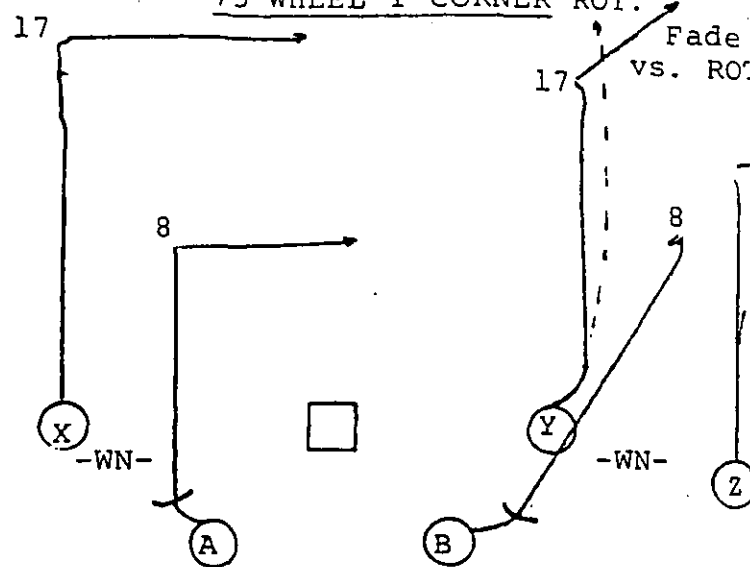
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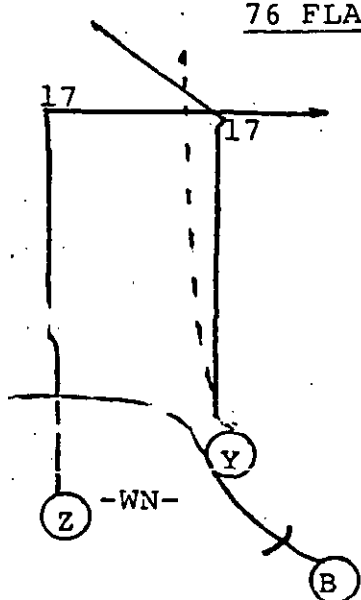
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ROT.



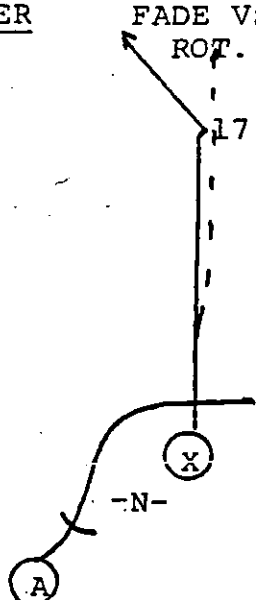
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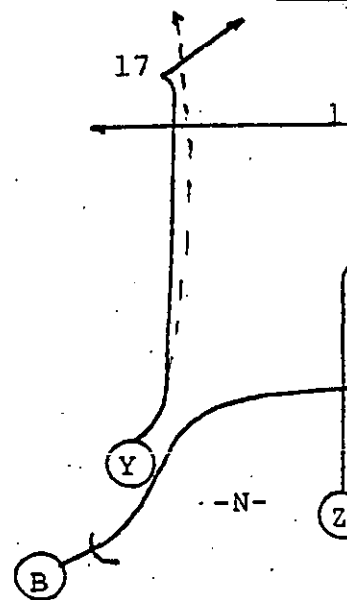
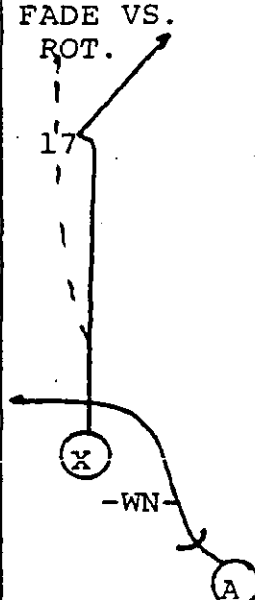
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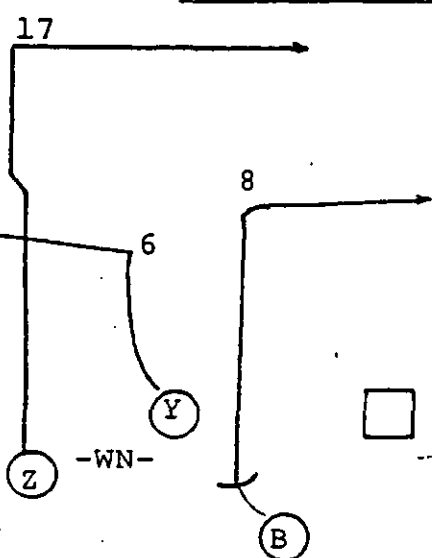
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 ↗ ROT.



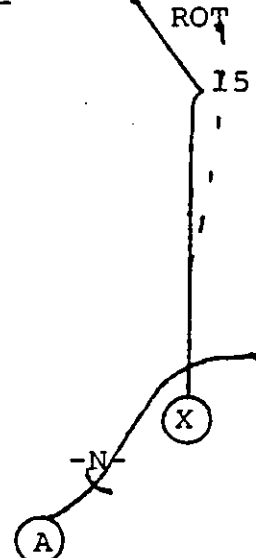
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ROT. ↗



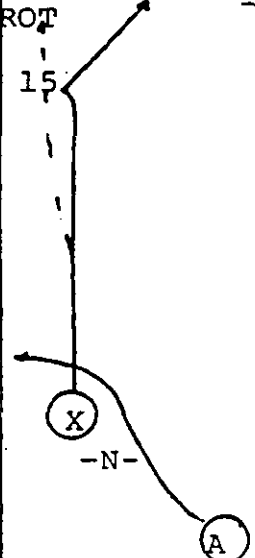
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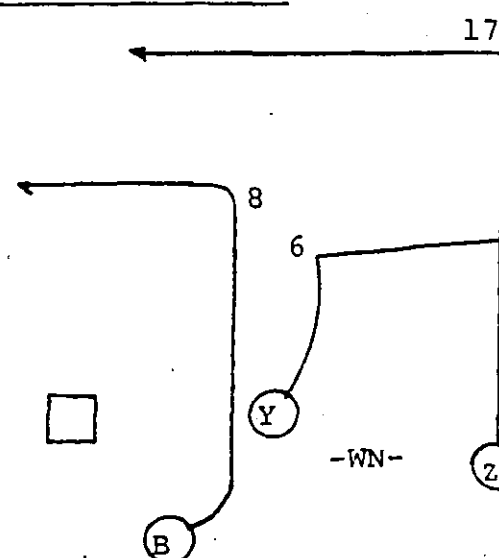
FADE VS
ROT



FADE VS
ROT



76 CROSS Y SHORT

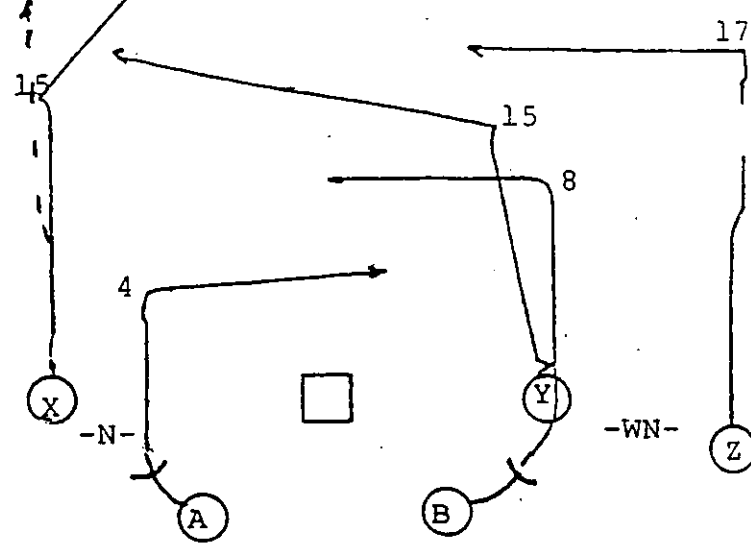
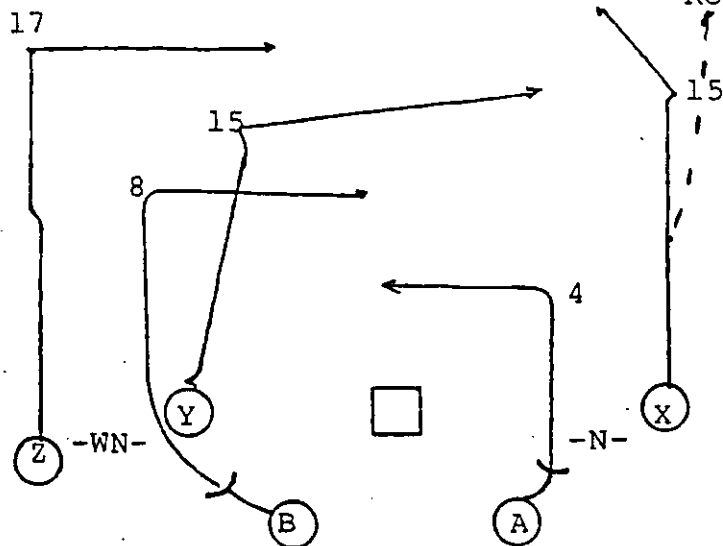


76 DOUBLE CROSS

FADE VS
ROT

FADE VS
ROT

76 DOUBLE CROSS

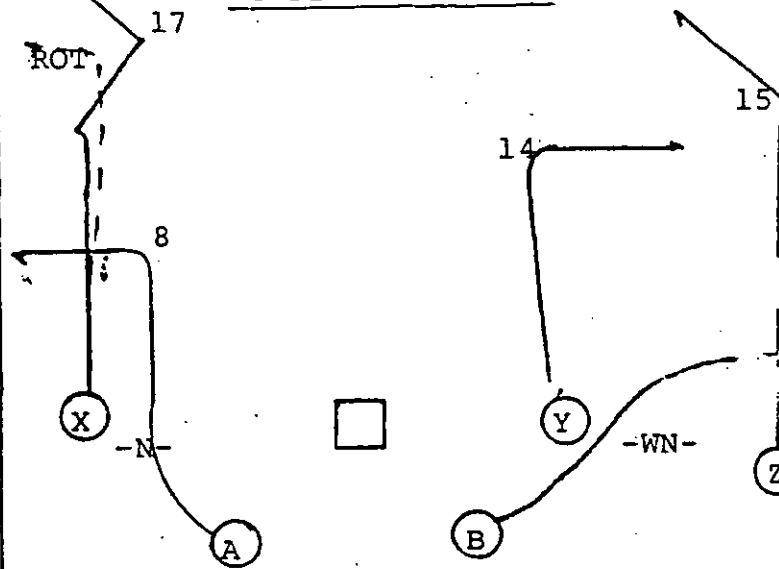
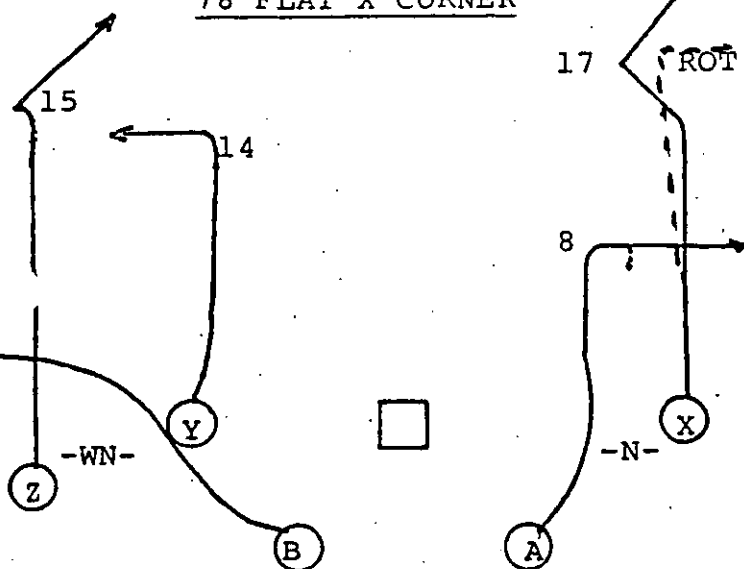


78 FLAT X CORNER

ROT

ROT

78 FLAT X CORNER

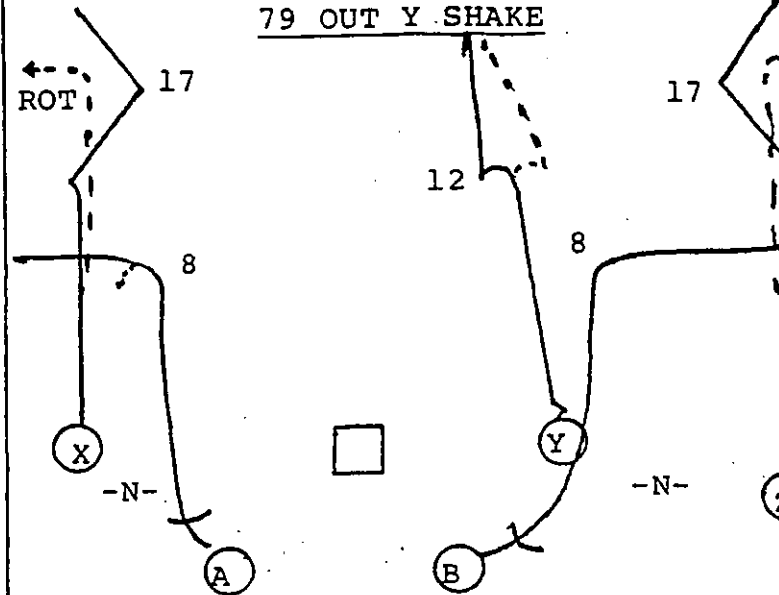
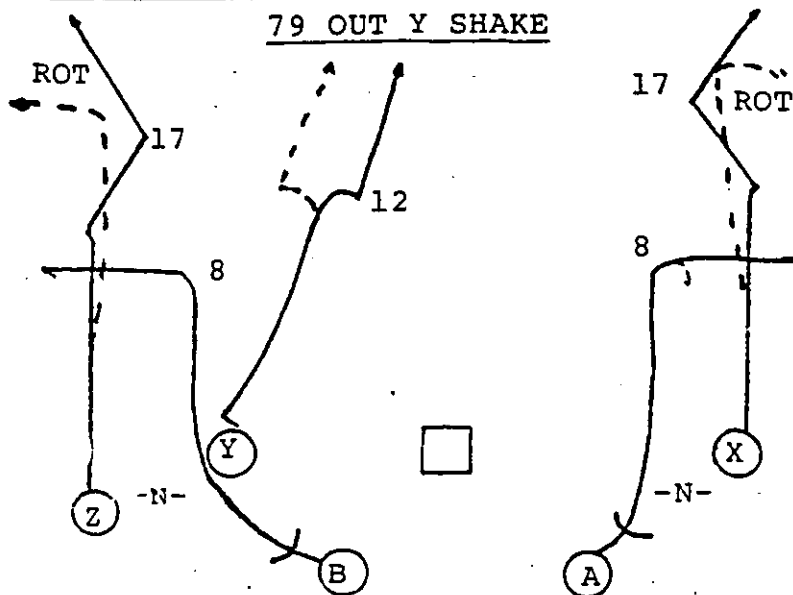


79 OUT Y SHAKE

ROT

ROT

79 OUT Y SHAKE

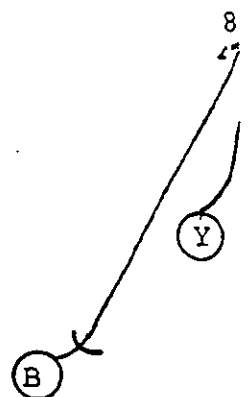
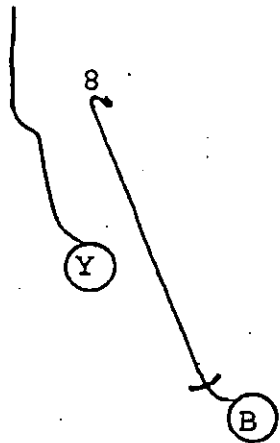


73 CURL

FADE VS.
ROT.

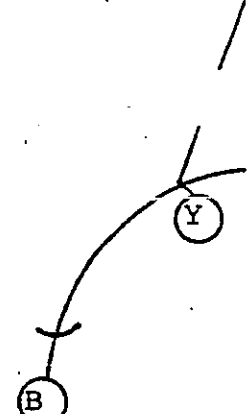
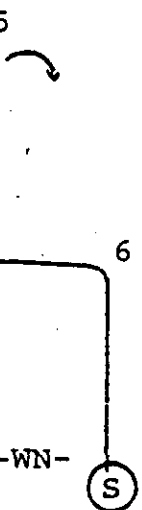
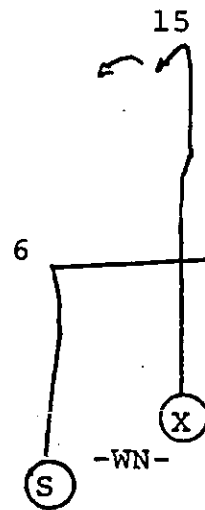
FADE VS.
ROT.

73 CURL



74 CURL

74 CURL

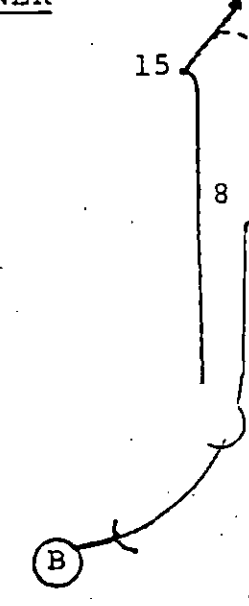
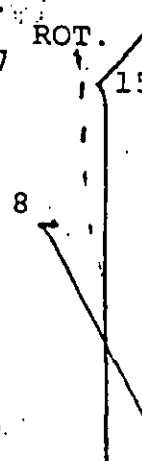
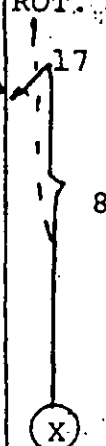
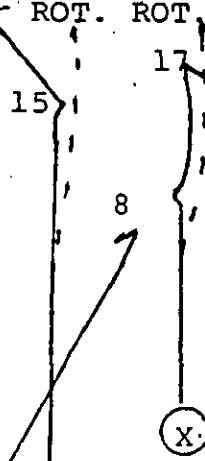
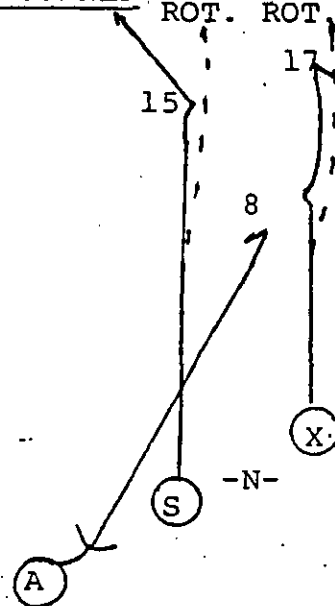
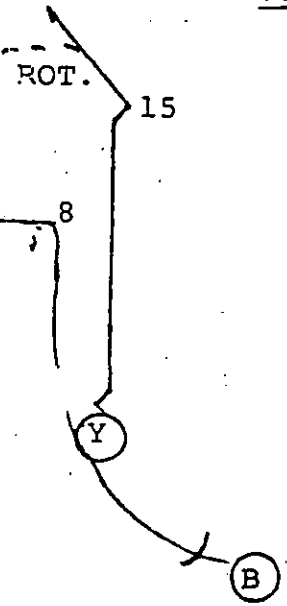


75 WHEEL Y CORNER

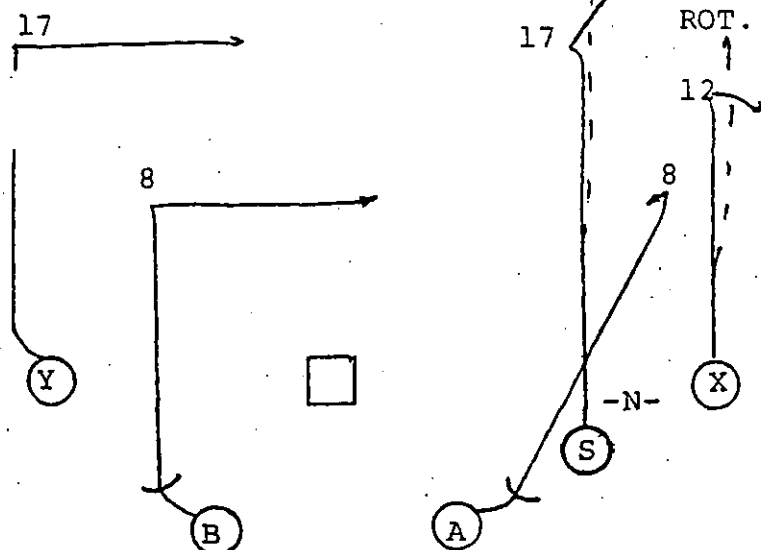
ROT. ROT.

ROT. ROT.

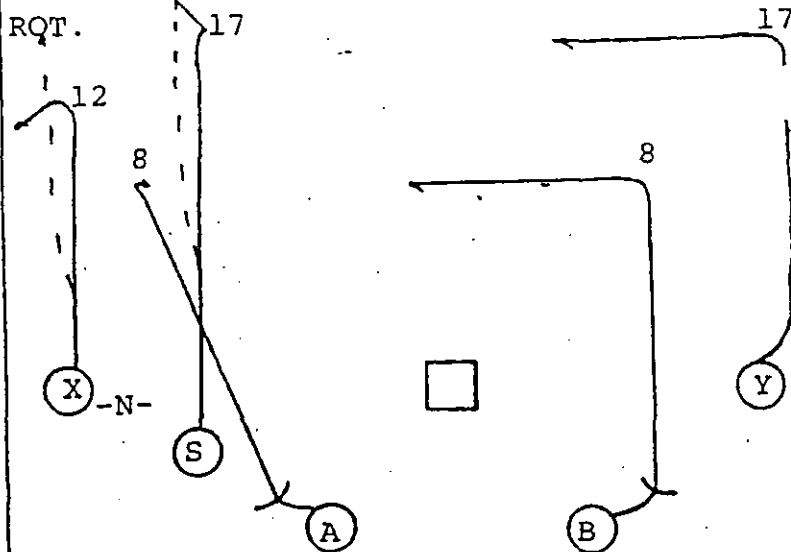
75 WHEEL Y CORNER



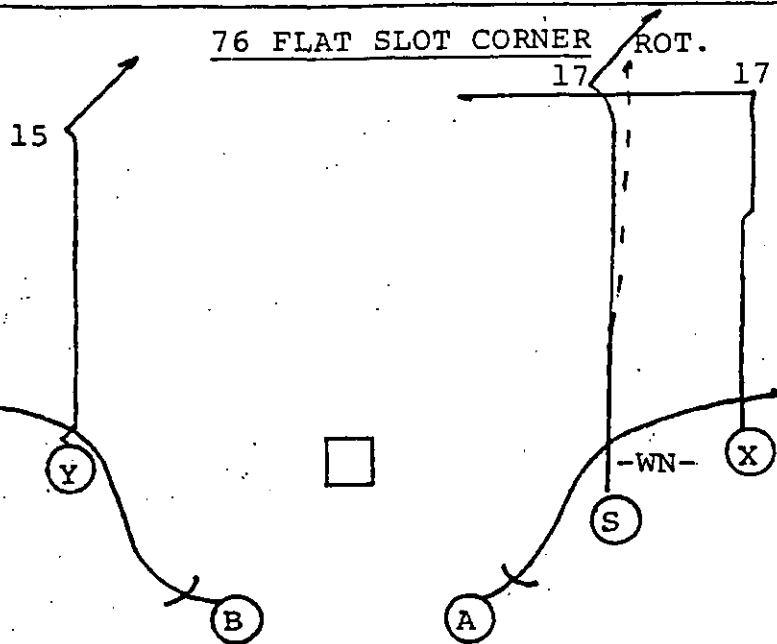
75 WHEEL SLOT CORNER ROT.



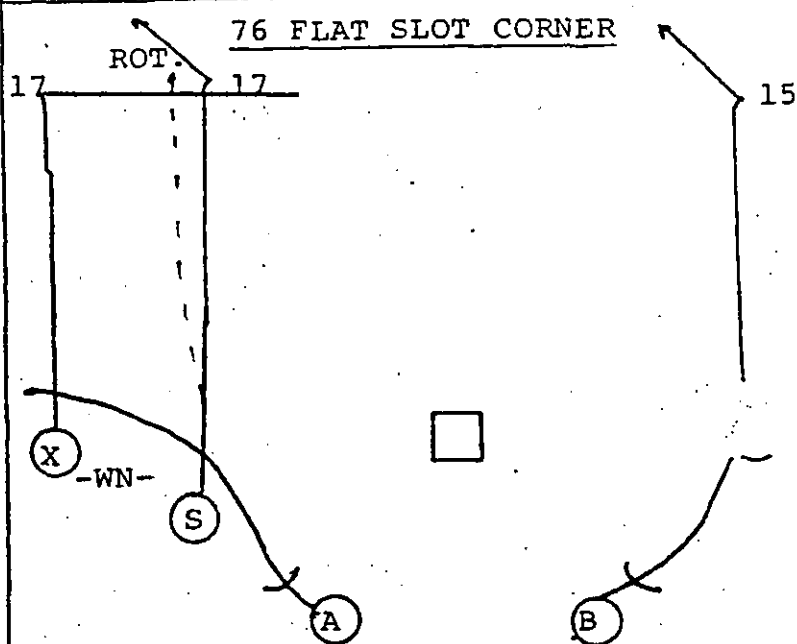
75 WHEEL SLOT CORNER ROT.



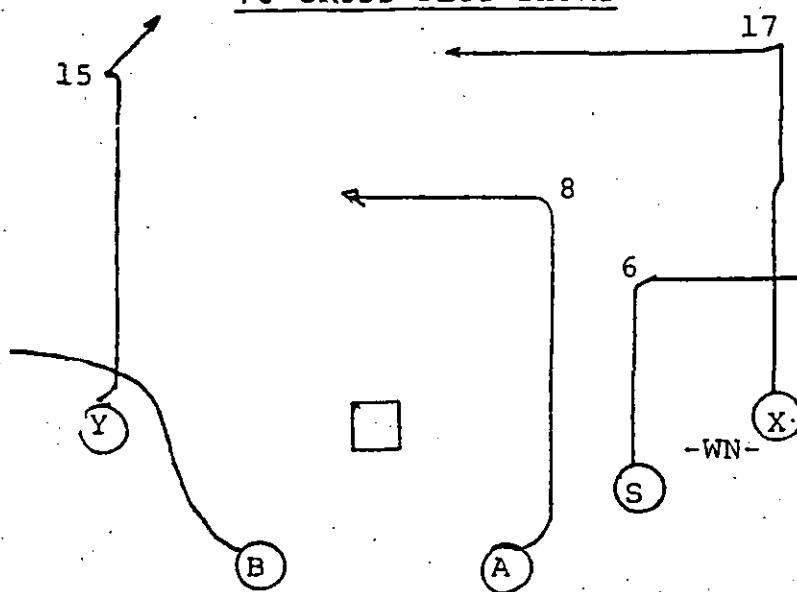
76 FLAT SLOT CORNER ROT.



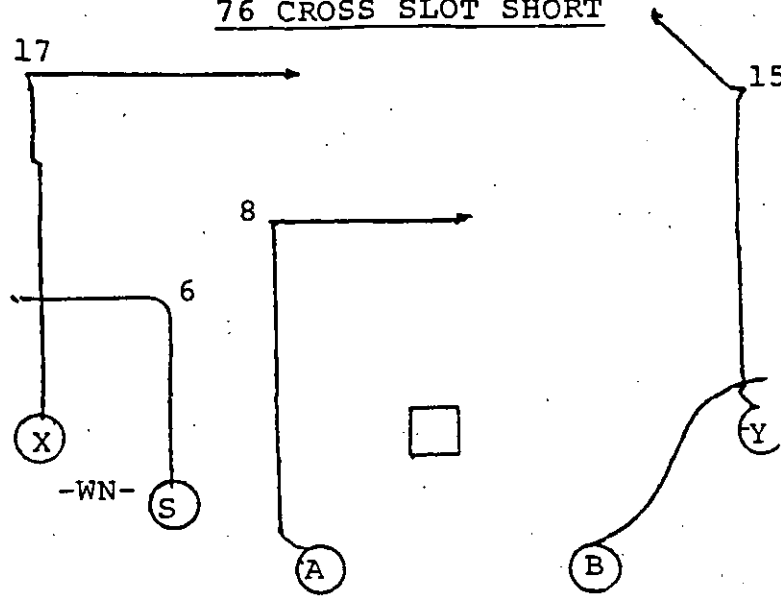
76 FLAT SLOT CORNER ROT.



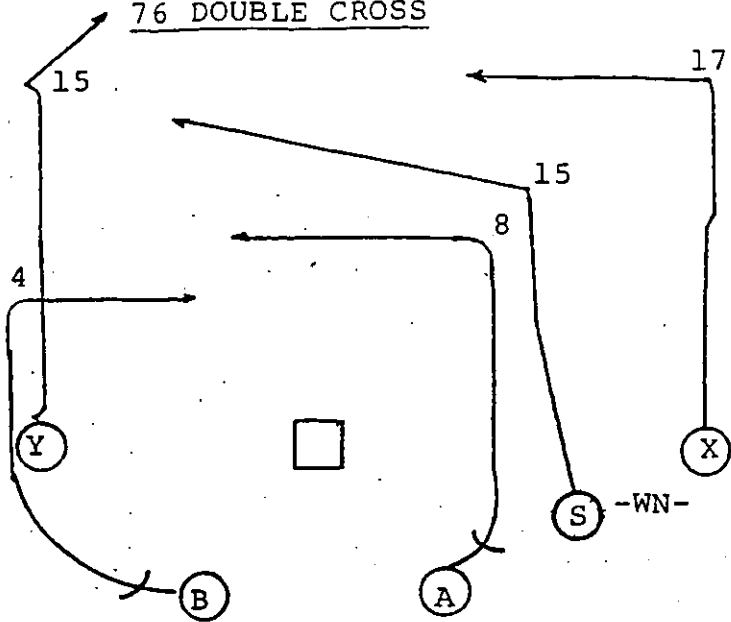
76 CROSS SLOT SHORT



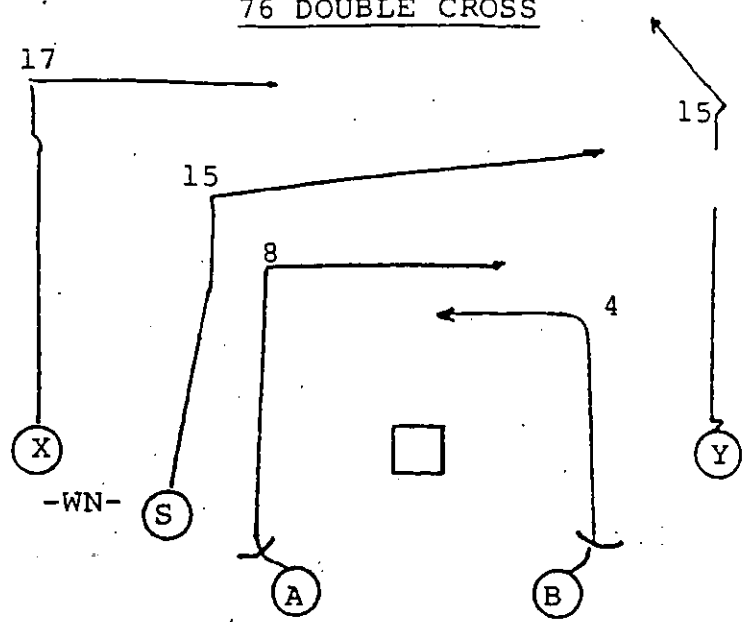
76 CROSS SLOT SHORT



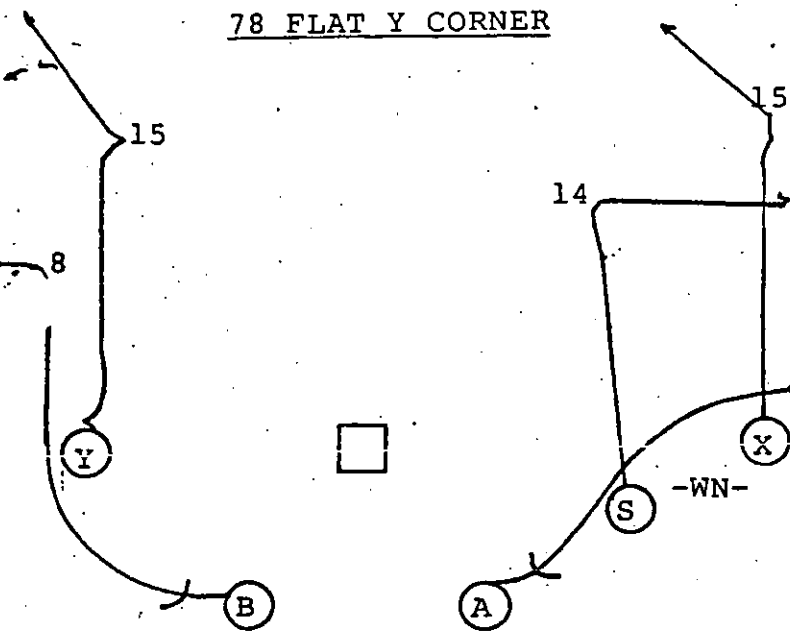
76 DOUBLE CROSS



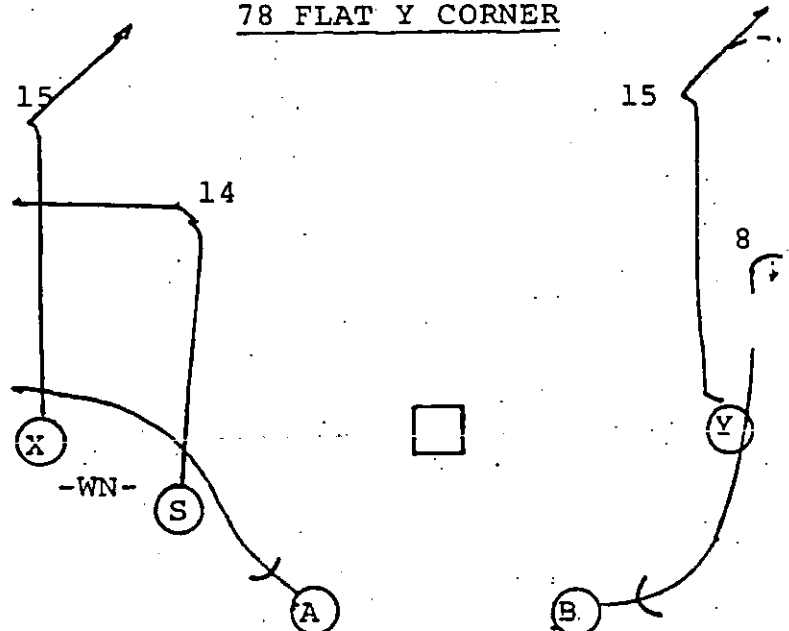
76 DOUBLE CROSS



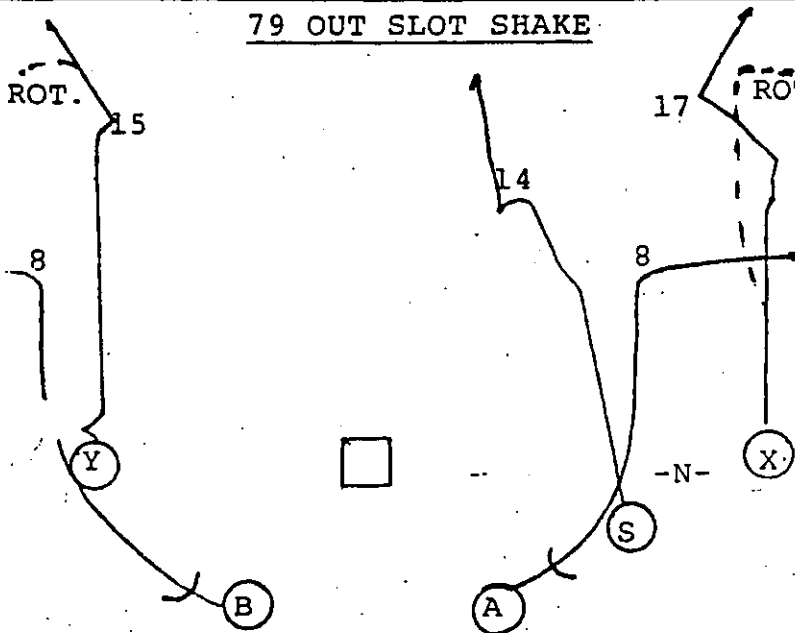
78 FLAT Y CORNER



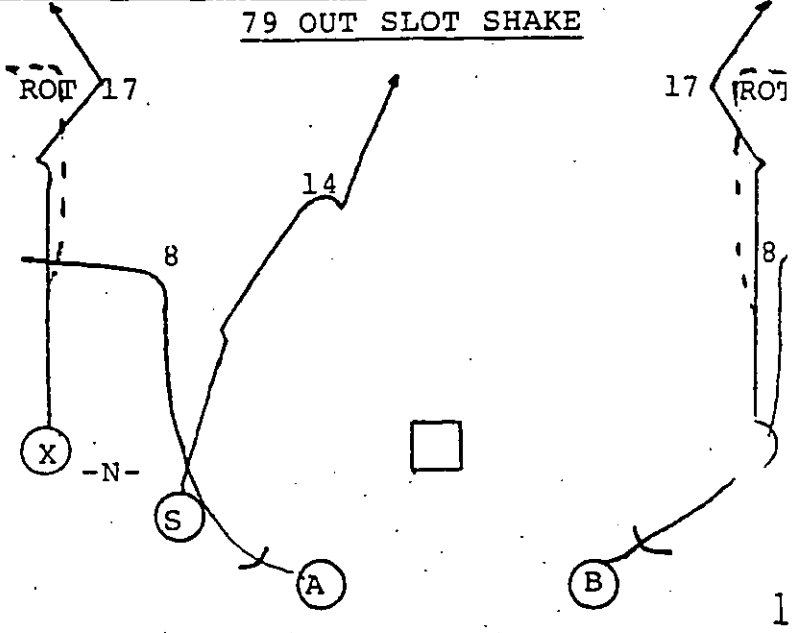
78 FLAT Y CORNER



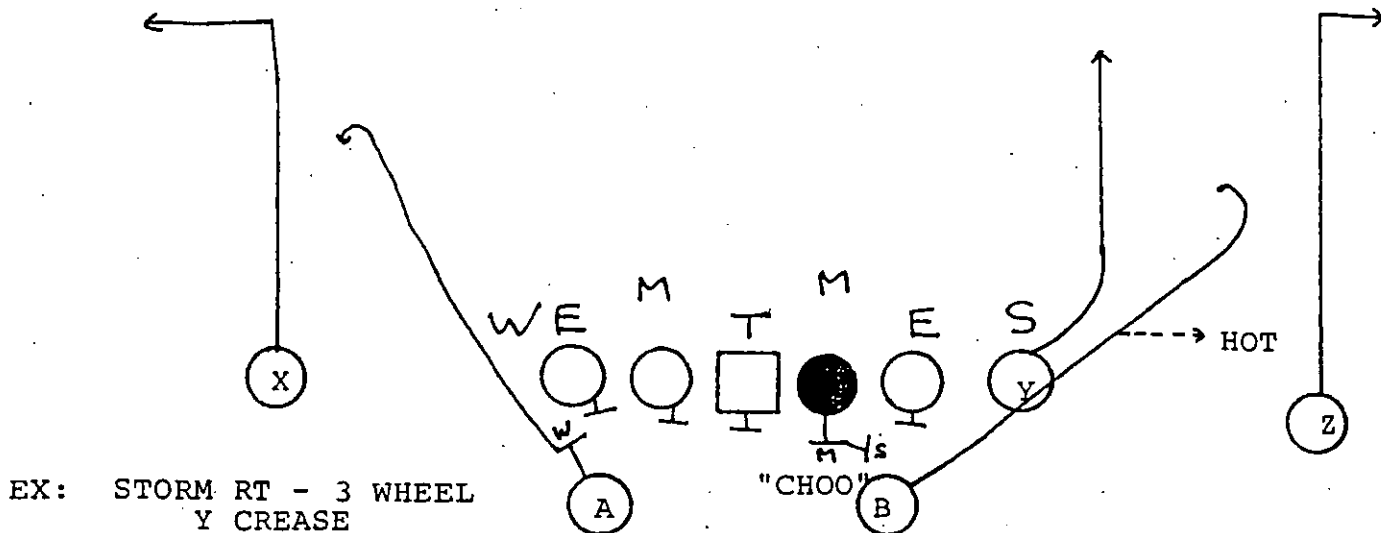
79 OUT SLOT SHAKE



79 OUT SLOT SHAKE



STORM



STORMS

Are STRONGSIDE combination passes 0 thru 9 and a CALLED route to "B", and/or called variations to "X", "SLOT" or "Y". They can be run from any formation, including Triple. The "B" Back (strongside Back) has no pass BLOCKING responsibility and is CALLED out on a route. The Quarterback and "B" are responsible for strongside linebacker "dog" (Sam). If SAM "dog", Quarterback must unload ball to "B". "B" MUST run FLAT route, no "dog", run called route. The "A" Back (weakside Back) is responsible for weak linebacker "dog" (Will), no "dog", run Flat route. The Line will use MAN protection. The uncovered Lineman is responsible for a middle linebacker "dog" (Mike).

VS. 3-4: The uncovered Lineman (Onside Guard) has strongside blocking responsibility and has a double check of Mike to Sam. The Onside Guard (Right-Left) will be called and given the direction of the double check by a "STORM RIGHT (LEFT)" call by the Quarterback. Quarterback MUST unload ball to "B" if BOTH linebackers on strongside "dog". "B" MUST run FLAT route if both strongside linebackers dog (HOT).

"X" - Run Pattern Route or called variation

"Y" - Run Pattern Route or called variation

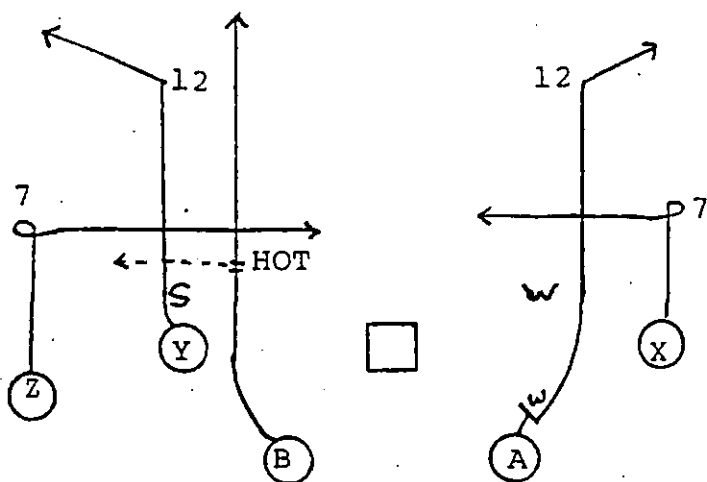
"Z" (SLOT) - Run Pattern Route called by number, or called variation.

"A" - Check weak linebacker "dog" (Will), no "dog", run Flat route.

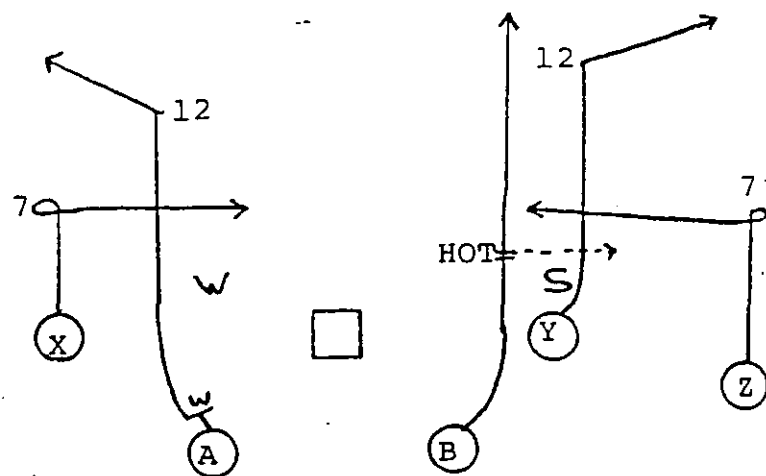
"B" - Run Called Route, alert for "dog" adjustment (HOT).

NOTE: Quarterback will call "STORM RIGHT (LEFT)" on all Storm passes.

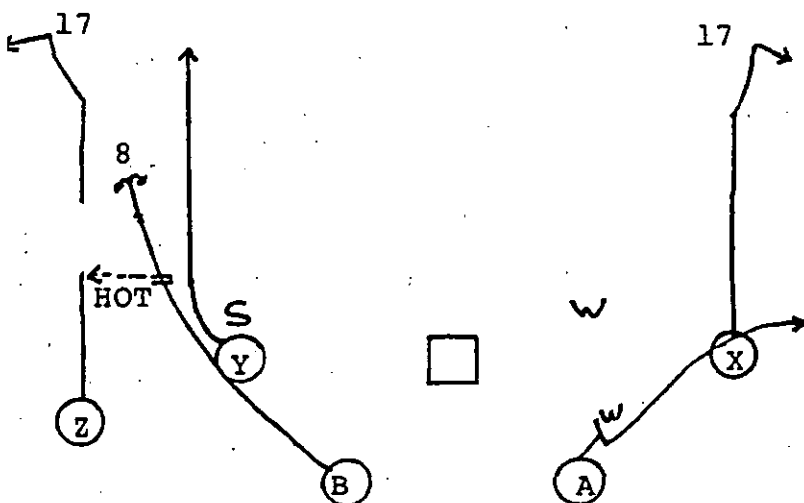
STORM LEFT - O FLY



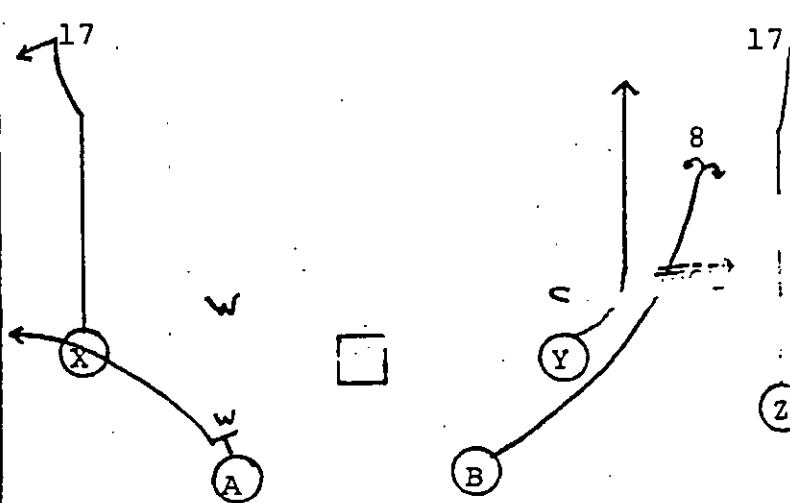
STORM RIGHT - O FLY



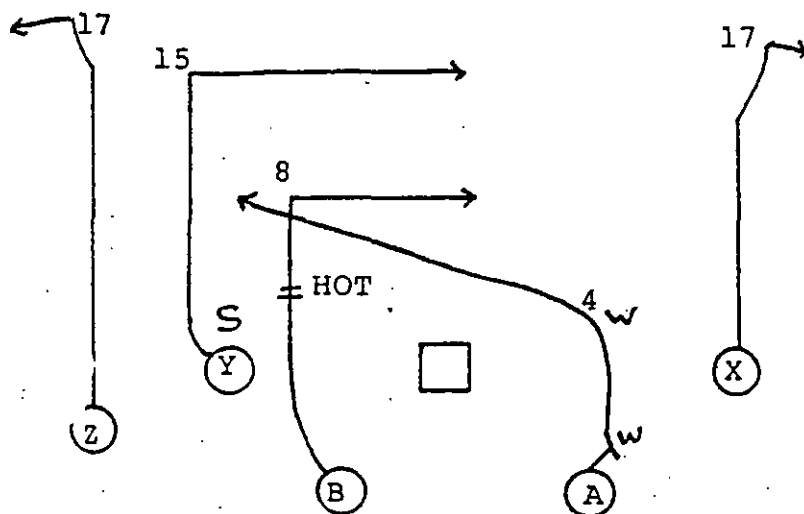
STORM LEFT 3 WHEEL - Y CREASE



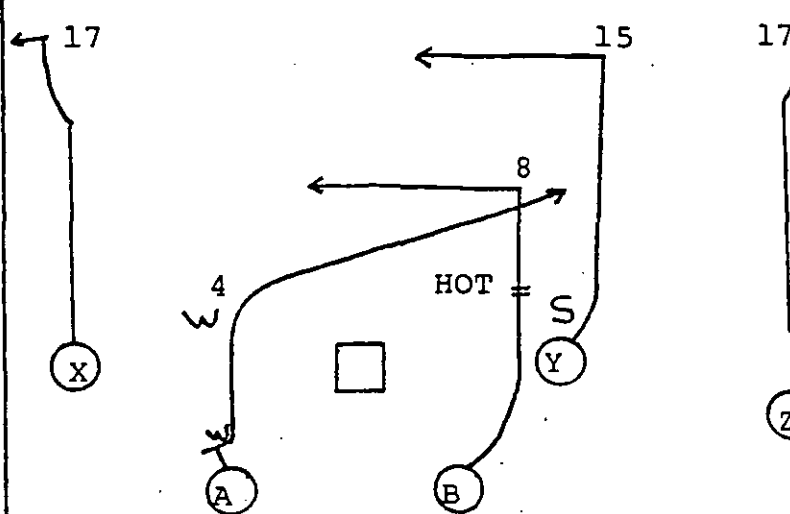
STORM RIGHT 3 WHEEL - Y CREASE



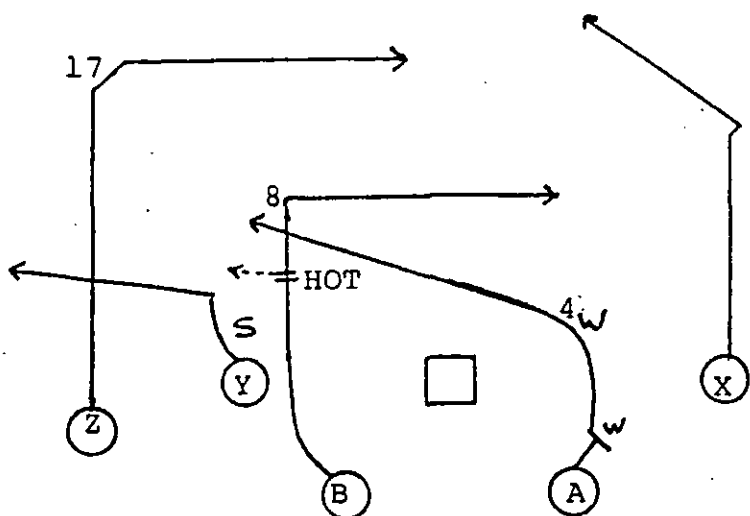
STORM LEFT 3 DOUBLE CROSS - Y IN



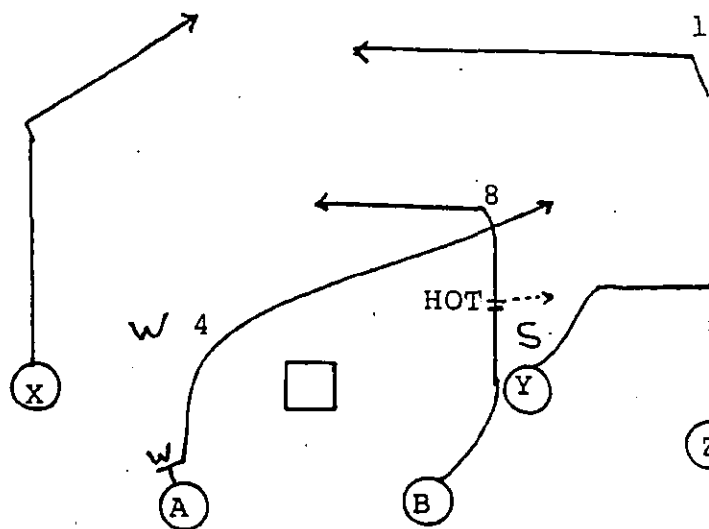
STORM RIGHT 3 DOUBLE CROSS - Y IN



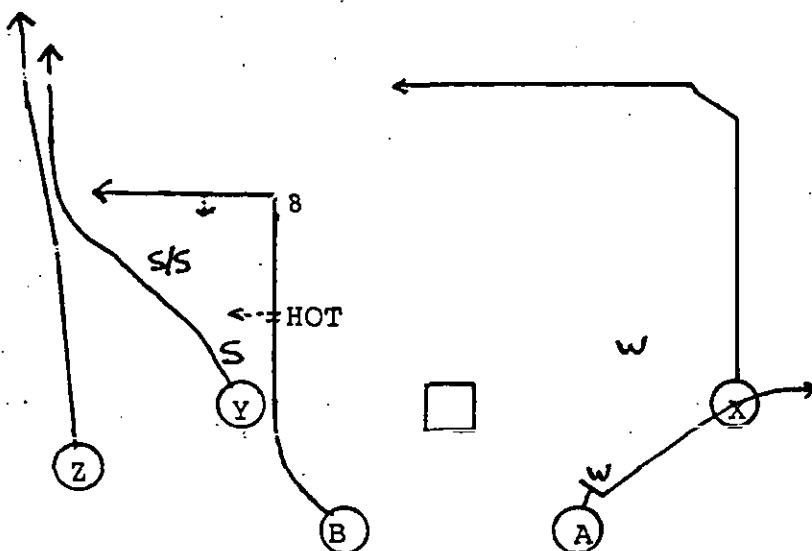
STORM LEFT 6 DOUBLE CROSS - Y SHORT



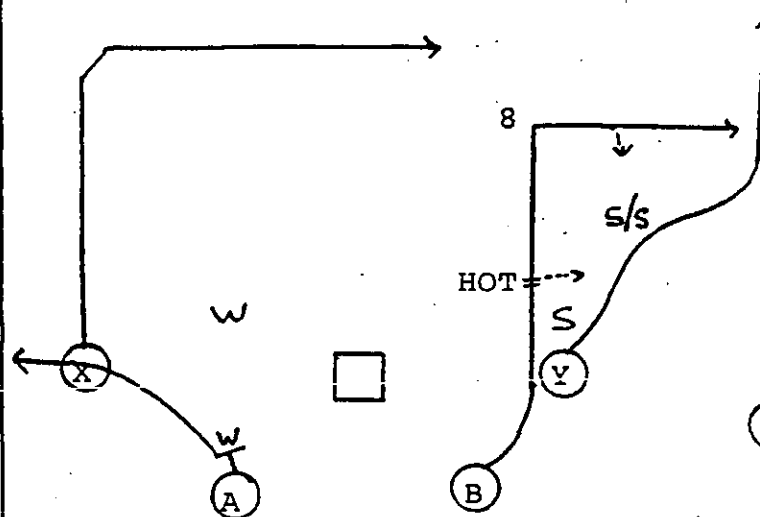
STORM RIGHT 6 DOUBLE CROSS - Y SHORT



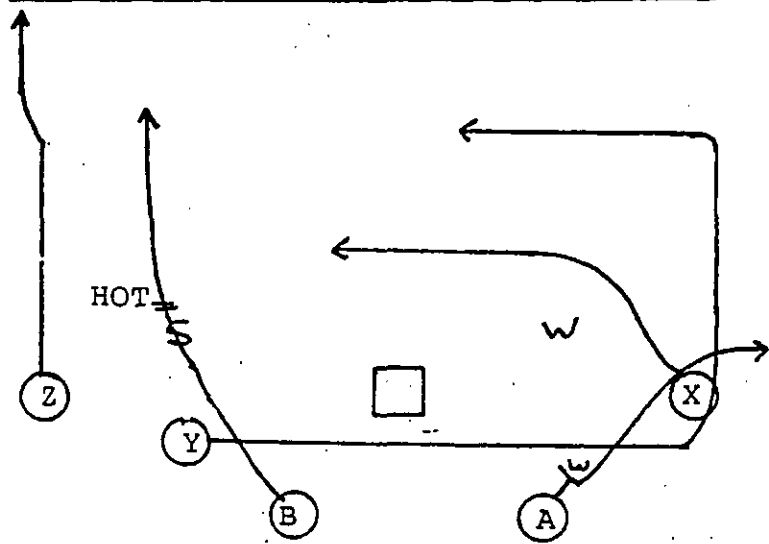
STORM LEFT 7 CHOICE (OUT) - Y SHORT & UP



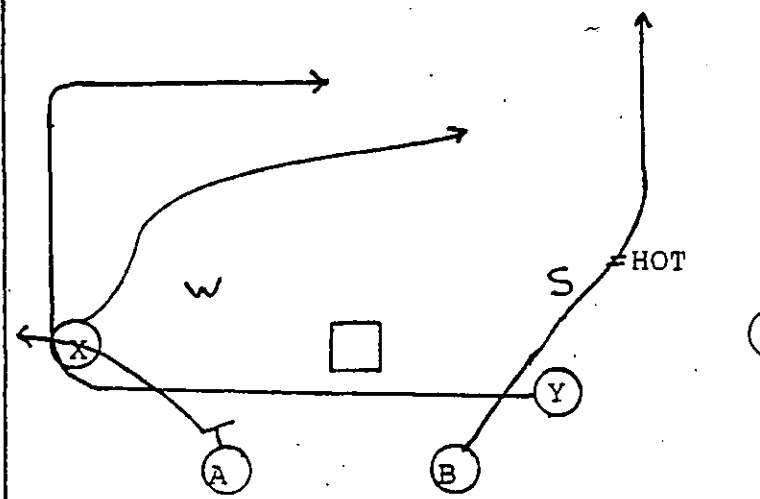
STORM RIGHT 7 CHOICE (OUT) - Y SHORT &



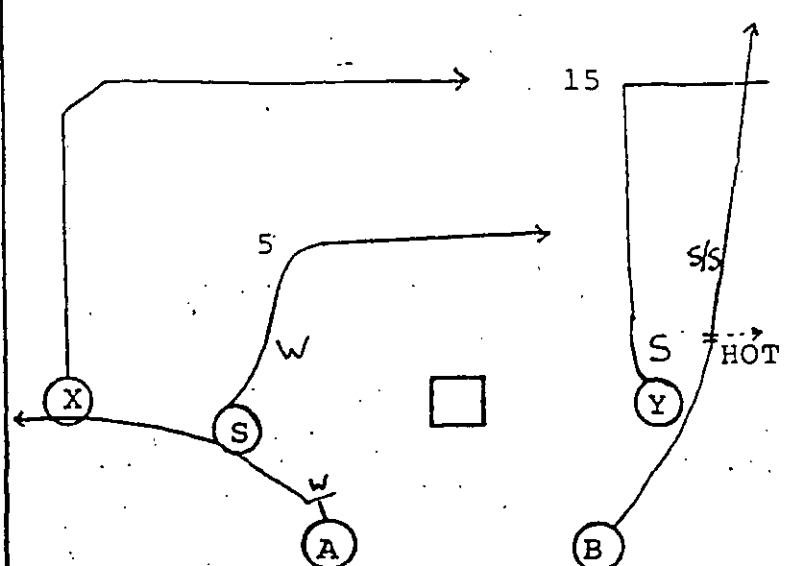
(FULL LT MOVE)
STORM LEFT 7 - FLY OUTSIDE - X OVER



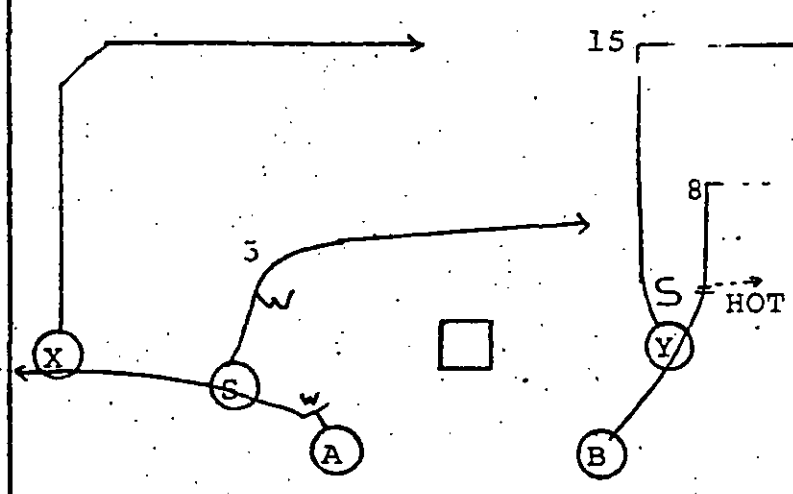
(FULL RT. MOVE)
STORM RIGHT 7 - FLY OUTSIDE - X OVER



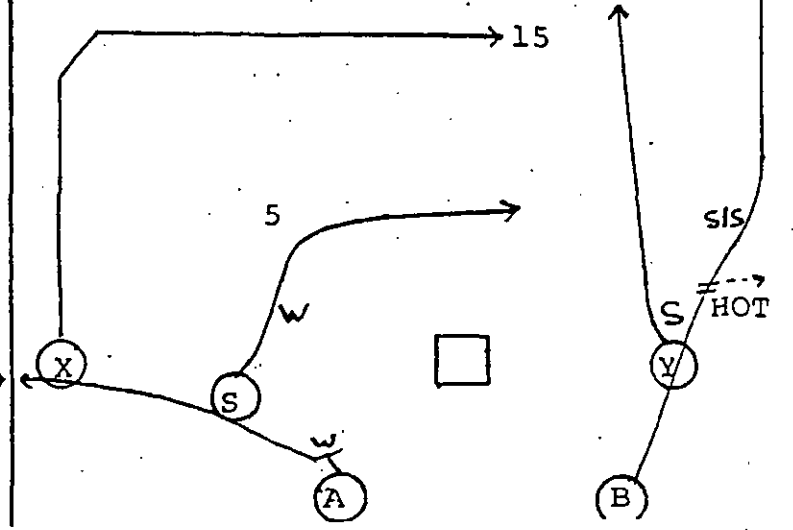
STORM RIGHT 7 FLY OUTSIDE - SLOT OVER



STORM RIGHT 7 OUT - SLOT OVER

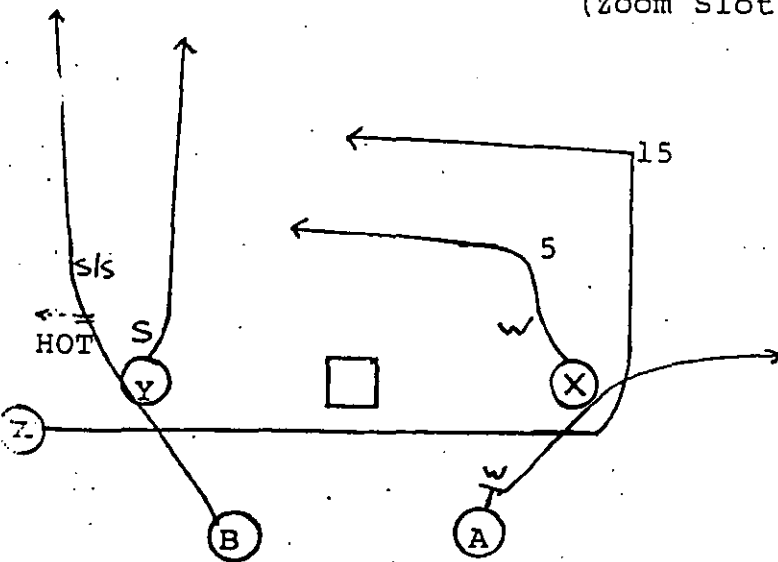


STORM RIGHT FLY OUTSIDE - SLOT OVER



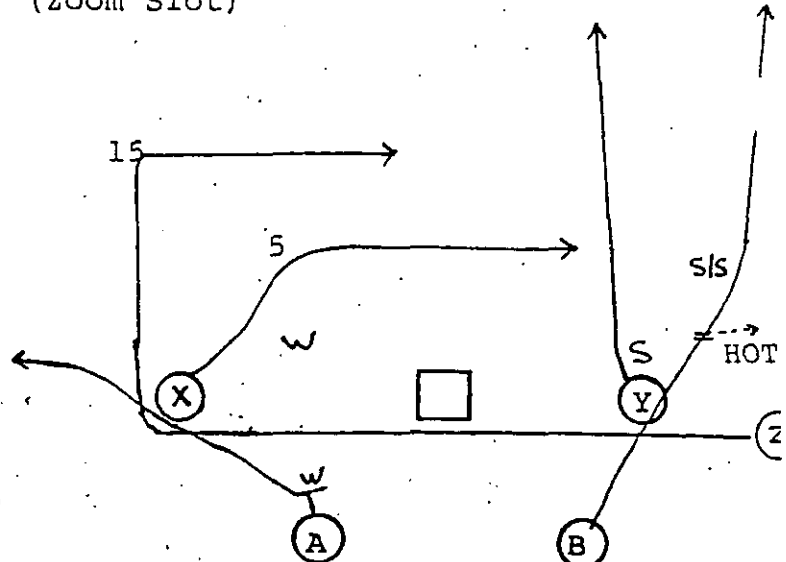
STORM LEFT FLY OUTSIDE - X OVER

(Zoom Slot)



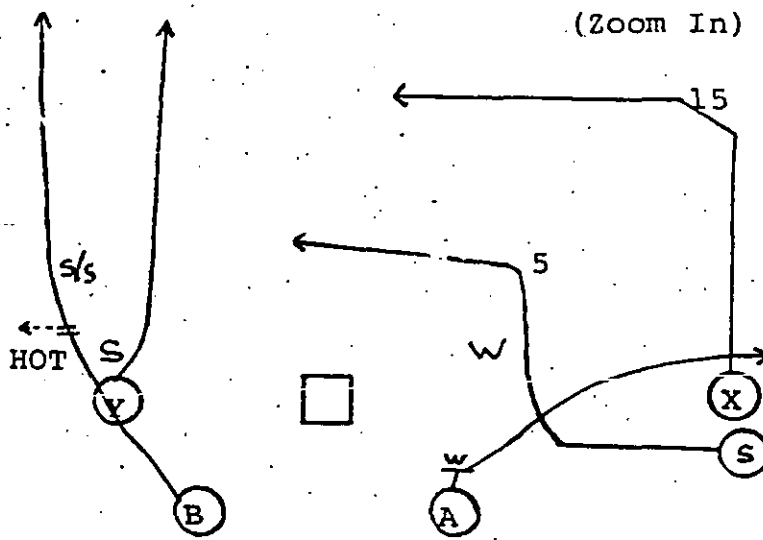
STORM RIGHT FLY OUTSIDE - X OVER

(Zoom Slot)



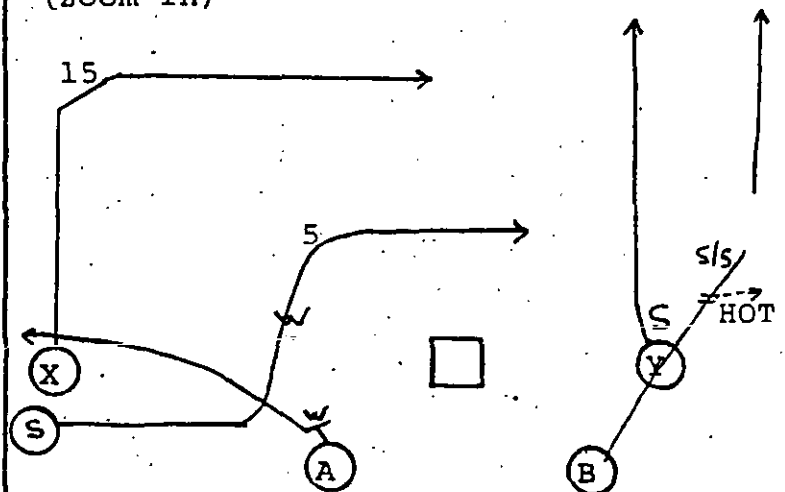
STORM LEFT FLY OUTSIDE - SLOT OVER

(Zoom In)



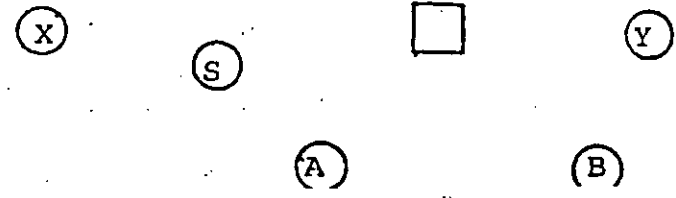
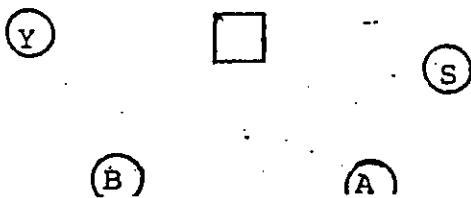
STORM RIGHT FLY OUTSIDE - SLOT OVER

(Zoom In)

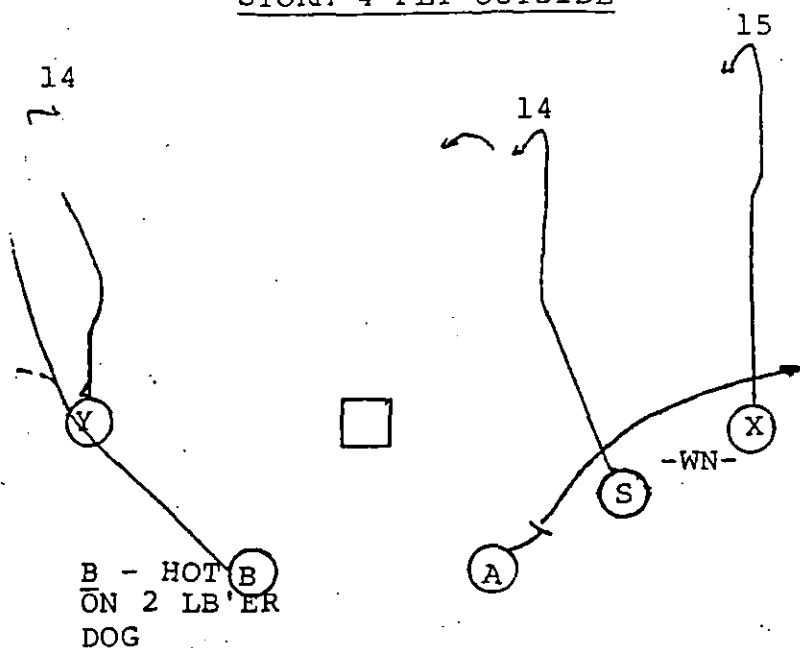


(AND GREEN SLOT)

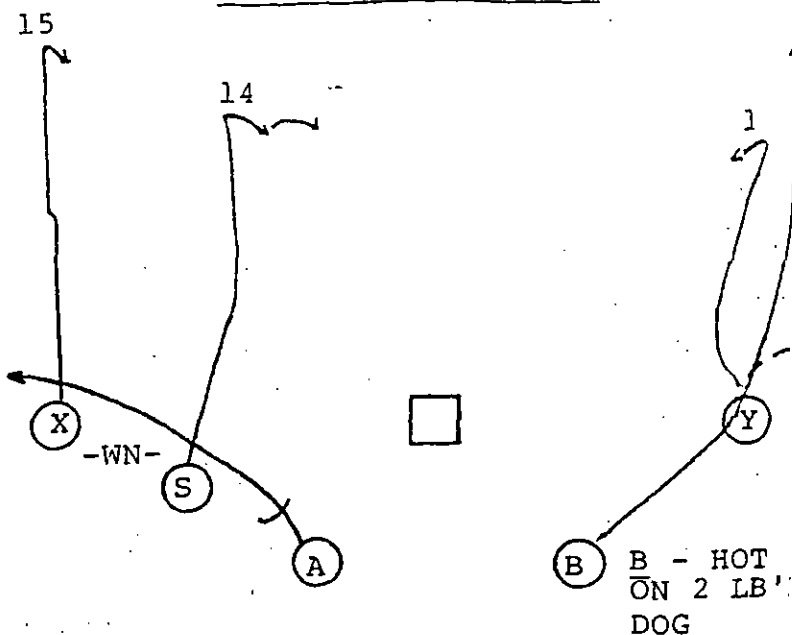
(AND GREEN SLOT)



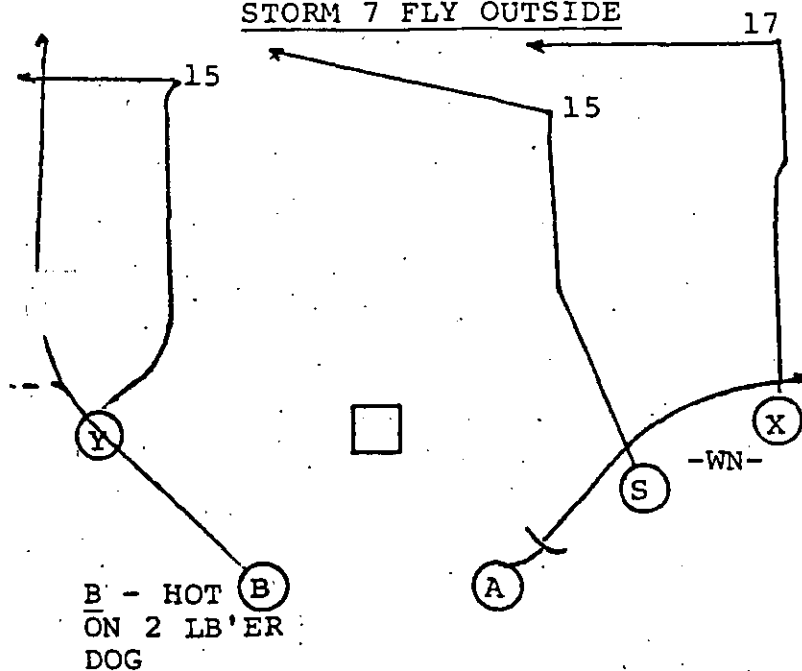
STORM 4 FLY OUTSIDE



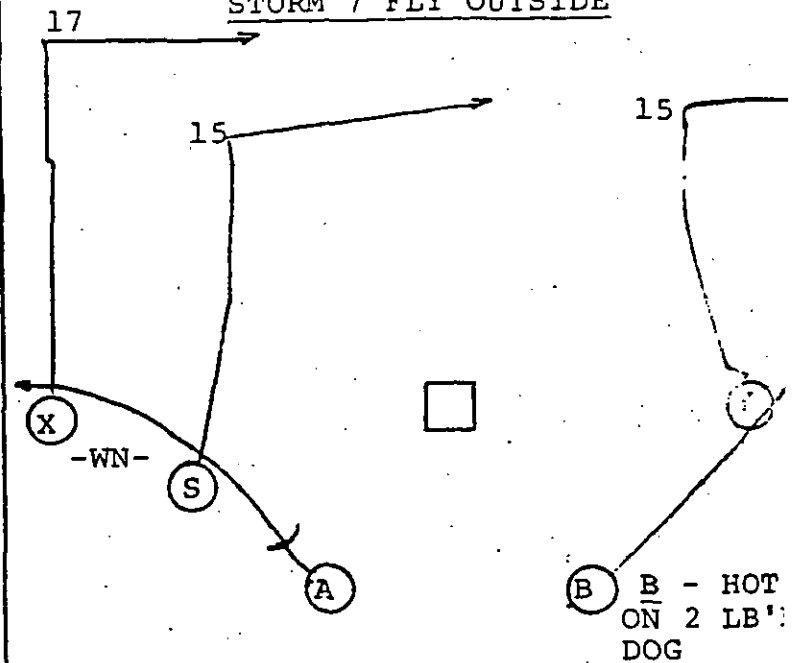
STORM 4 FLY OUTSIDE



STORM 7 FLY OUTSIDE



STORM 7 FLY OUTSIDE



(Y)



(X)

(X)

(S)

(S)

(A)

(B)

(B)

(A)

(Y)



(X)

(X)

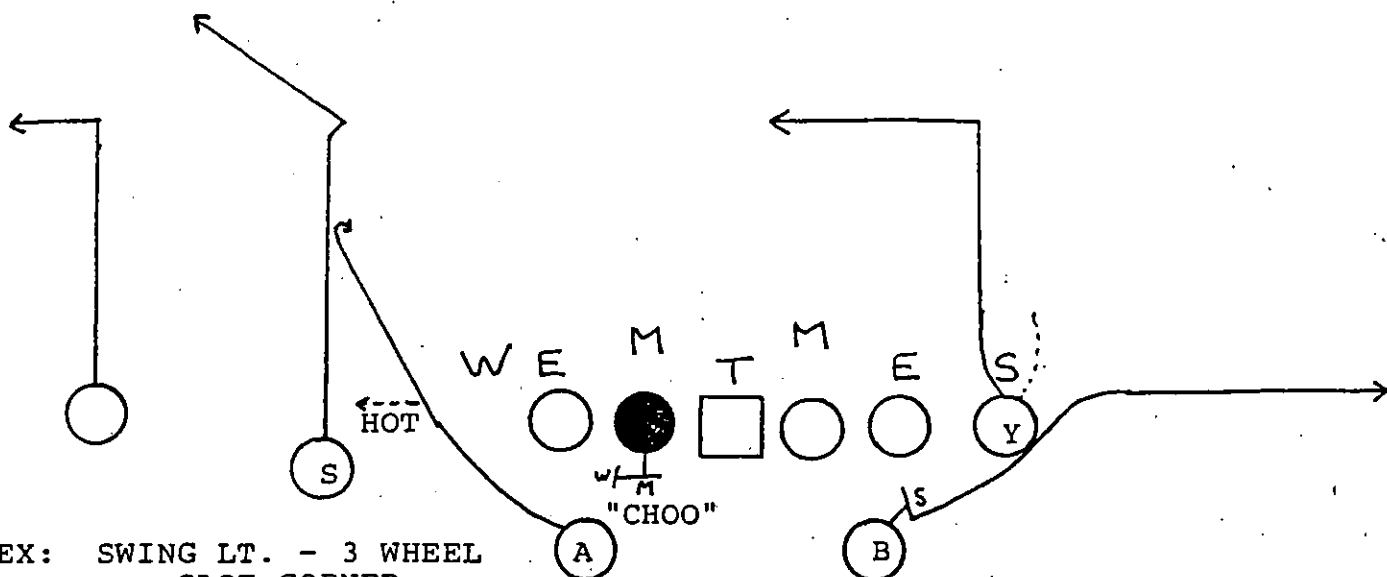
(S)

(S)

(A)

(B)

SWING



EX: SWING LT. - 3 WHEEL
SLOT CORNER

SWINGS

Are WEAKSIDE combination passes 0 thru 9 & a CALLED route to "A", and/or call variations to "Y", "Z", "SLOT". They can be run from any formation, including Double.

The "B" Back (strongside Back) is responsible for strong linebacker "dog" (Sam), no "dog", run Flat route. The Line will use MAN protection. The uncovered Lineman is responsible for a middle linebacker "dog" (Mike). The "A" Back (weakside Back) has no pass BLOCKING responsibility and is CALLED out on a route. The Quarterback and "A" are responsible for weakside linebacker "dog" (Will). If WILL "dog", Quarterback must unload ball to "A". "A" MUST run FLAT route, no "dog", run called route

VS. 3-4: The uncovered Lineman (Onside Guard) has weakside blocking responsibility and has a double check of Mac to Will. The Onside Guard (Left-Right) will be called and given the direction of the double check by a "SWING LEFT (RIGHT)" call by the Quarterback. Quarterback MUST unload ball to "A" if BOTH linebackers on weakside "dog". "A" MUST run FLAT route if both weakside linebackers "dog" (HOT).

"X" - Run Pattern Route, called by number (same as Flood).

"Y" - Run Pattern Route or called variation.

"Z" (SLOT) - Run Pattern Route (Turn In) or called variation.

"A" - Run Called Route, alert for "dog" adjustment (HOT).

"B" - Check strong linebacker "dog" (Sam), no "dog", run FLAT route.

NOTE: Quarterback will call "SWING LEFT (RIGHT)" on all Swing passes.

SWING 0 CORNER

17

8

Y

Z

-N-

B

12

8

X

-N-

A

A - HOT ON
2 LB'ER
DOG

12

8

X

-N-

A

A - HOT ON
2 LB'ER
DOG

17

8

Y

Z

-N-

B

SWING 4 FLAT
(SWING 4 FLY OUTSIDE)

15

14

Y

Z

-WN-

B

SWING 4 FLAT
(SWING 4 FLY OUTSIDE)

15

FOS

15

Y

X

-WN-

A

A - HOT ON 2 LB'ER DOG

SWING 4 FLAT
(SWING 4 FLY OUTSIDE)

15

14

Y

B

-WN-

A

A - HOT ON 2 LB'ER DOG

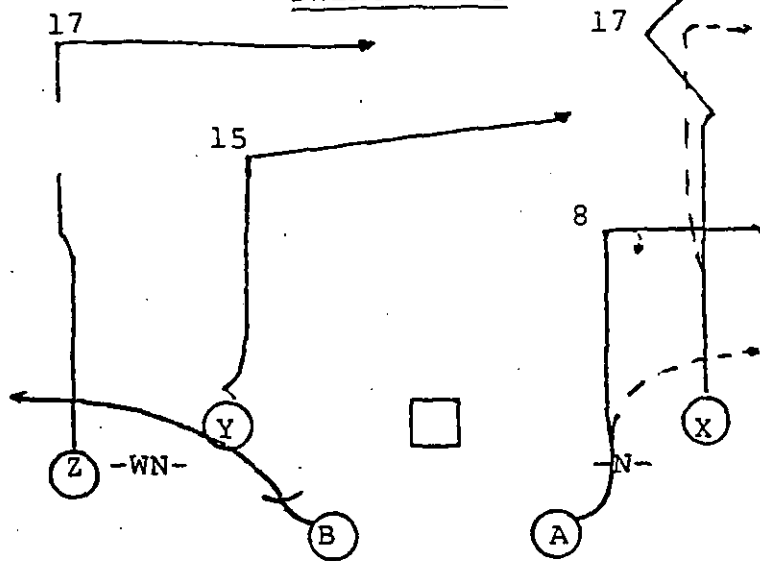
IDE) 15 FOS FOS 15 (SWI

WN -WN-

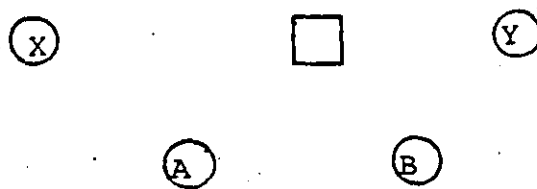
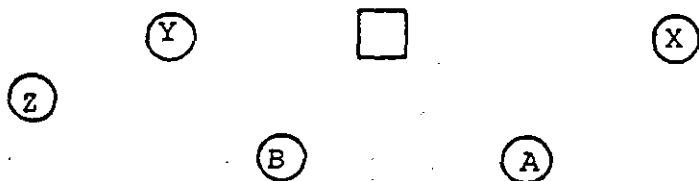
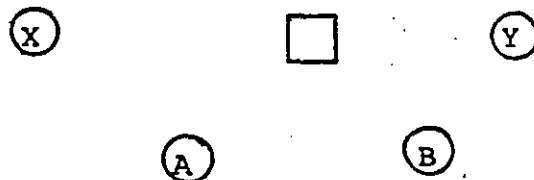
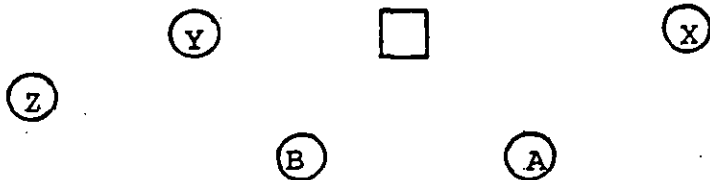
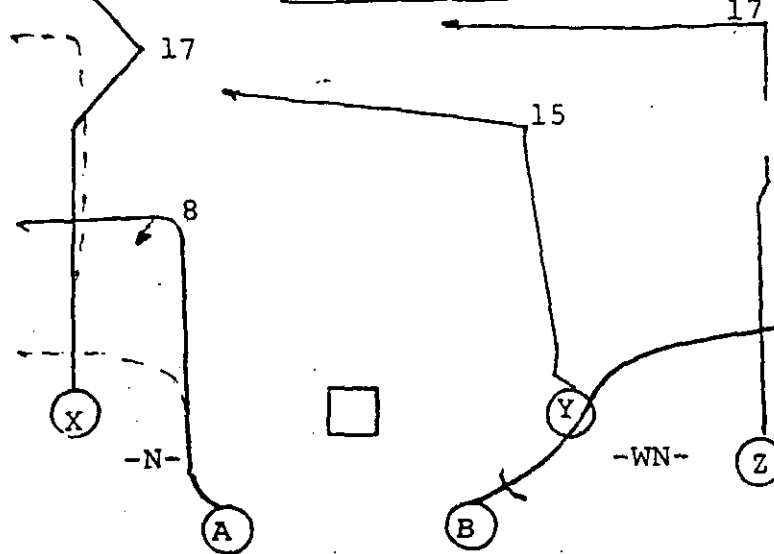
A - HOT ON A - HOT ON
2 LB'ER 2 LB'ER
DOG DOG

SWING

SWING 9 OUT

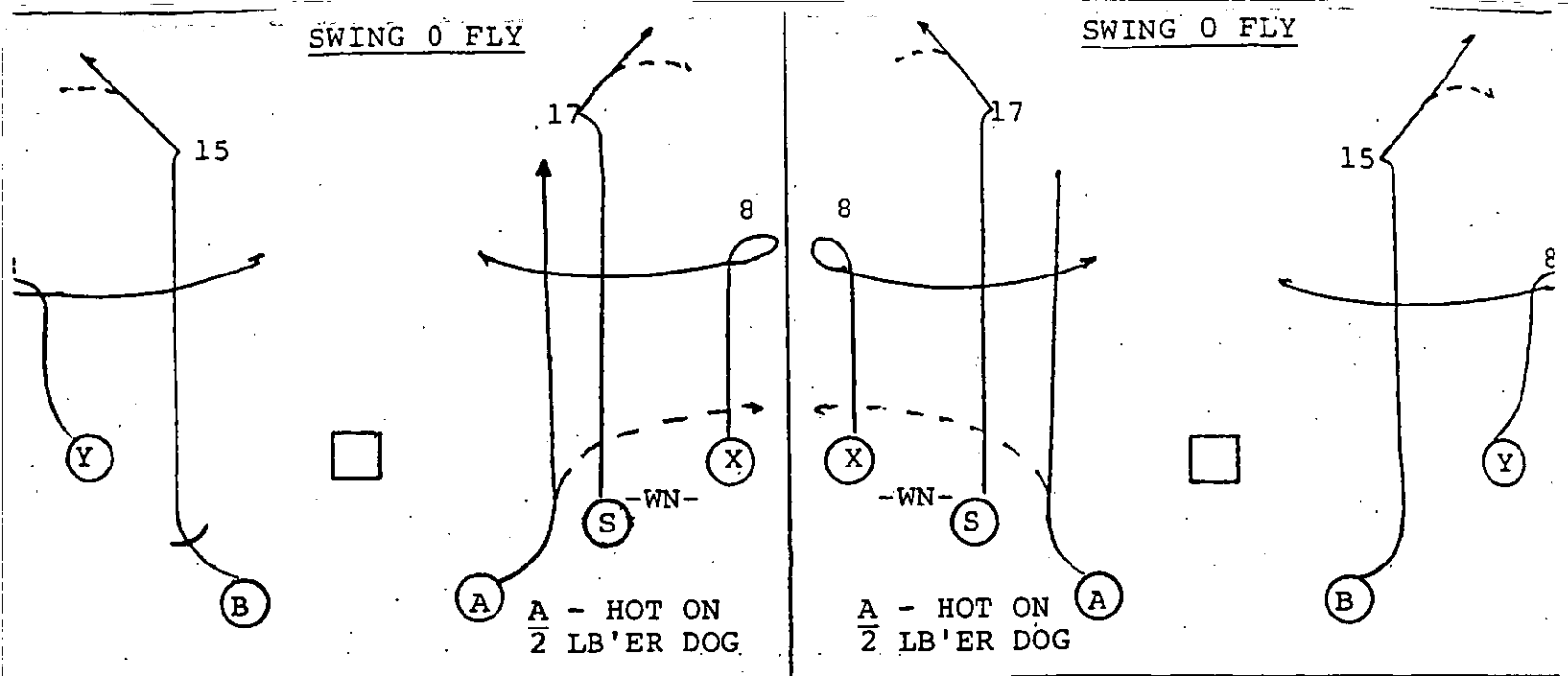


SWING 9 OUT



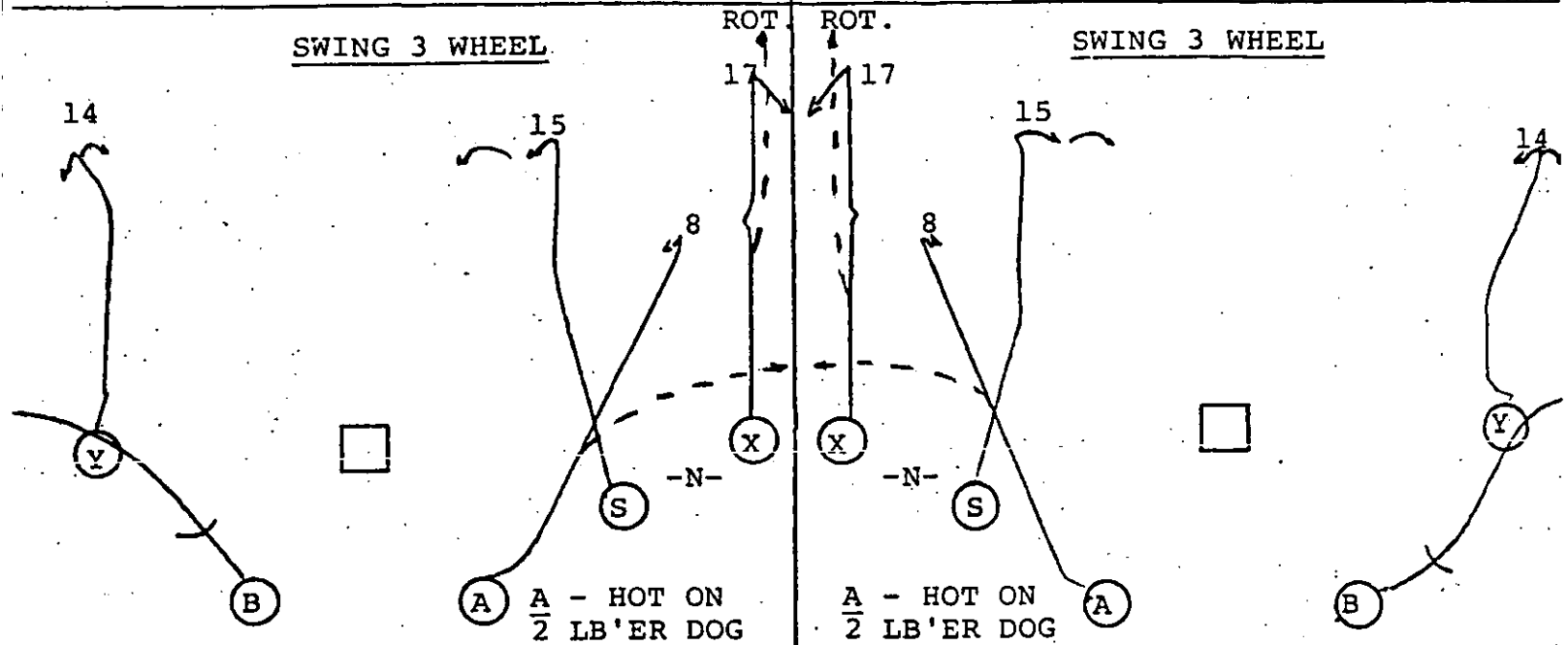
SWING 0 FLY

SWING 0 FLY



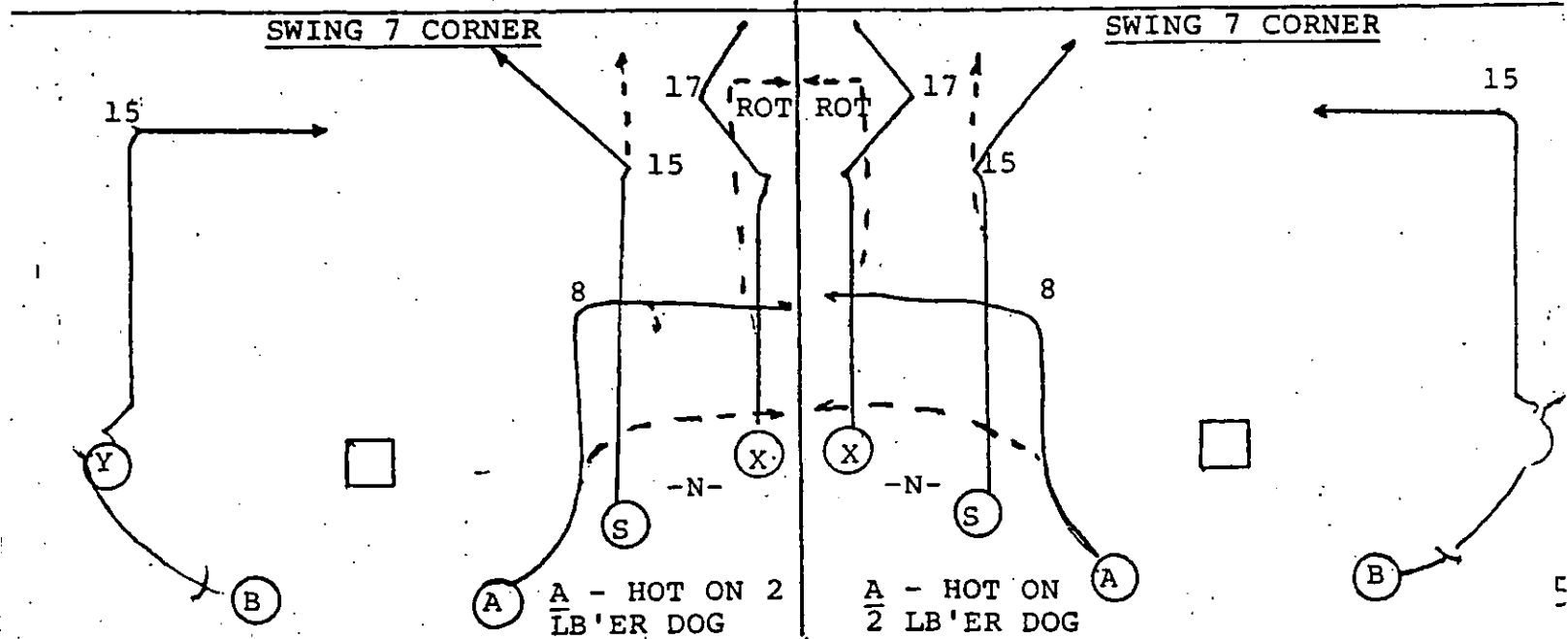
SWING 3 WHEEL

SWING 3 WHEEL



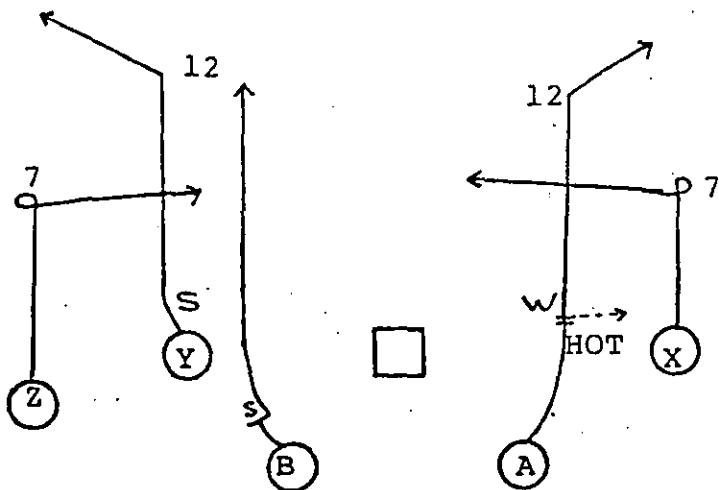
SWING 7 CORNER

SWING 7 CORNER

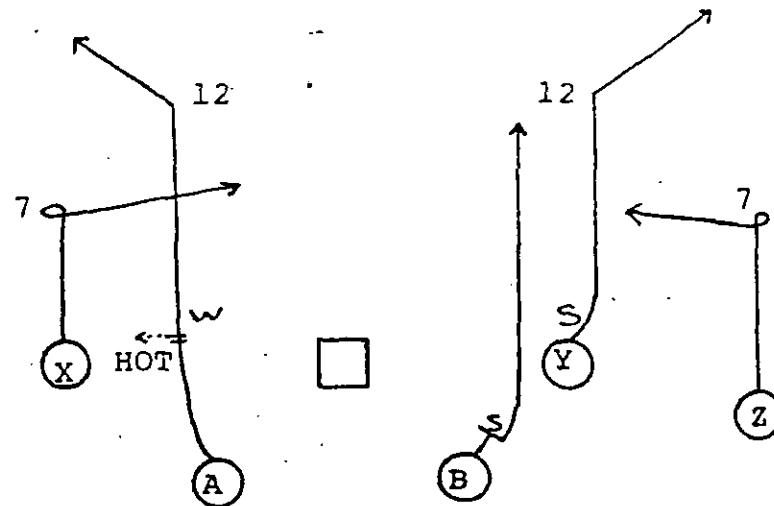


SWING VARIATIONS

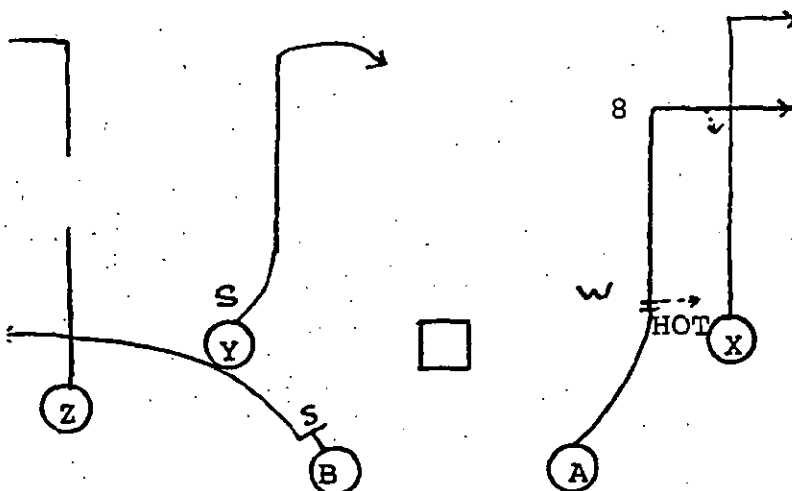
SWING RIGHT 0 - CORNER



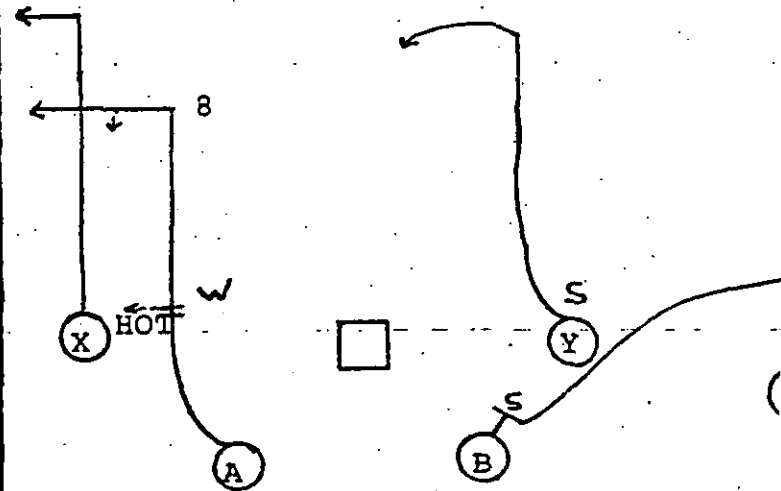
SWING LEFT 0 - CORNER



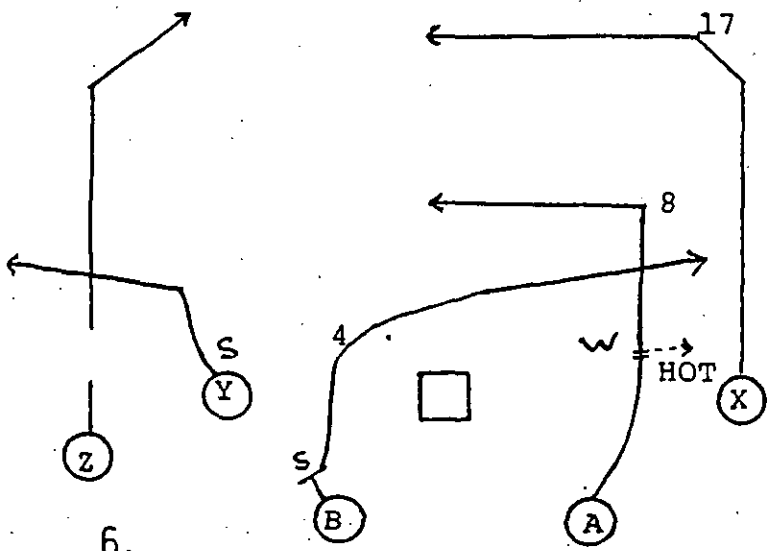
STICK SWING RIGHT 3 - CHOICE



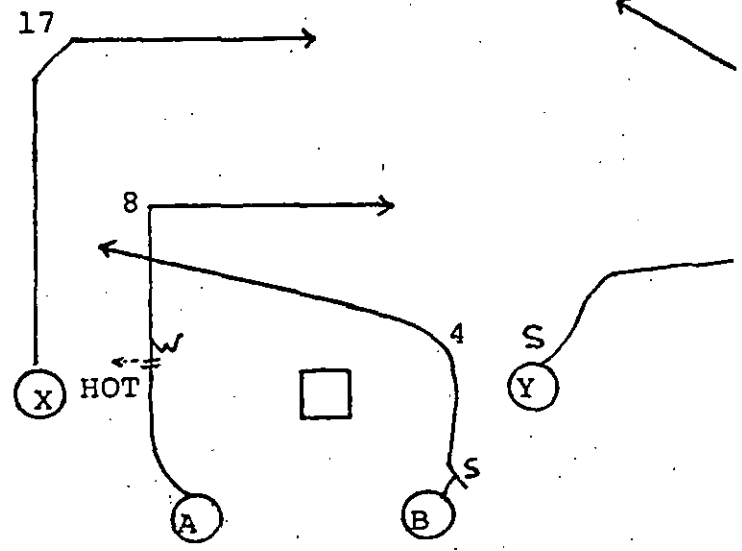
STICK SWING LEFT 3 - CHOICE



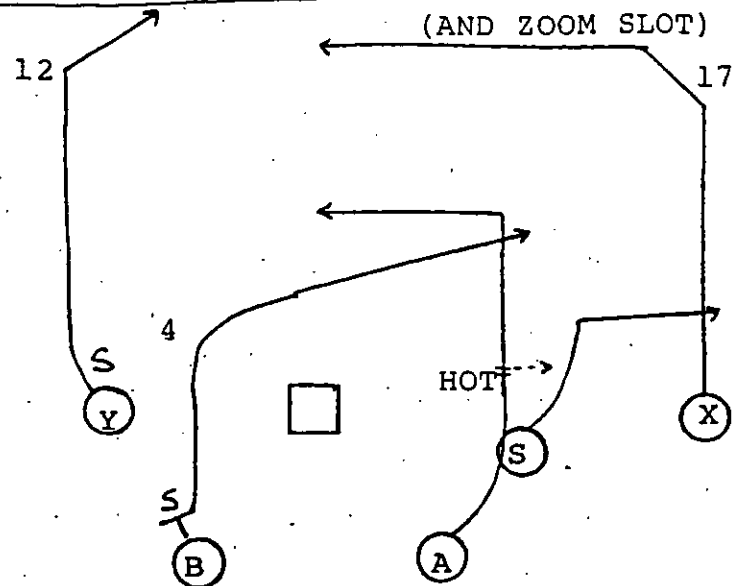
SWING RIGHT 6 - DOUBLE CROSS - Y SHORT



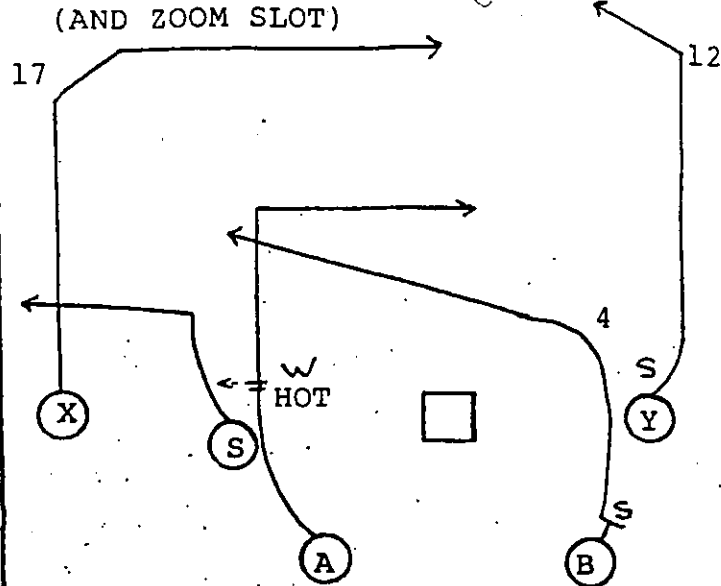
SWING LEFT 6 - DOUBLE CROSS - Y SHORT



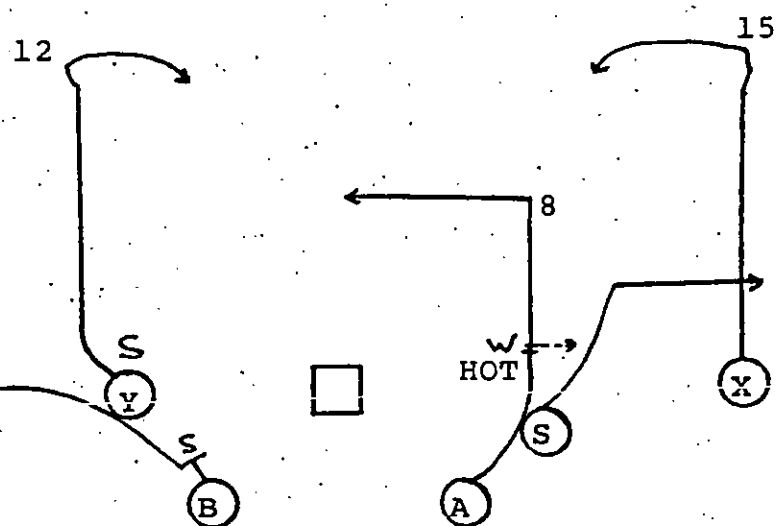
SWING RIGHT 6 DOUBLE CROSS-SLOT SHORT



SWING LEFT 6 DOUBLE CROSS-SLOT SHORT



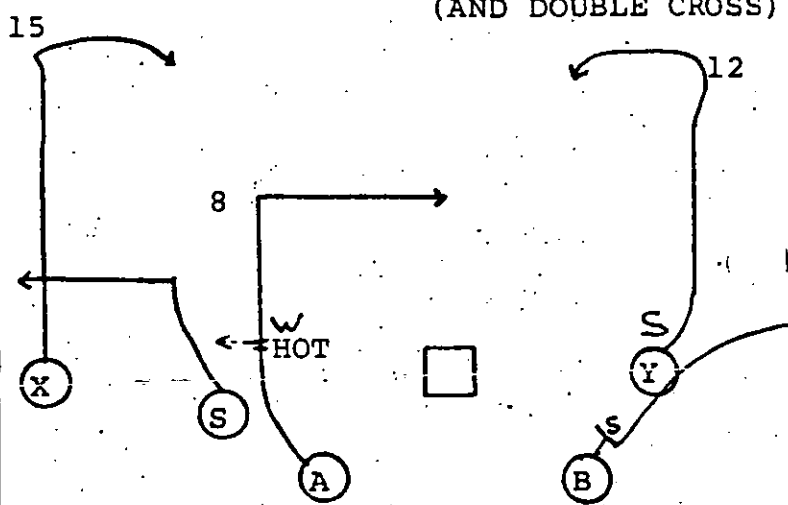
SWING RIGHT 4 CROSS-SLOT SHORT



(AND ZOOM SLOT)

SWING LEFT 4 CROSS-SLOT SHORT

(AND DOUBLE CROSS)



(AND ZOOM SLOT)

(Y)



(S)

(X)

(X)

(S)



(Y)

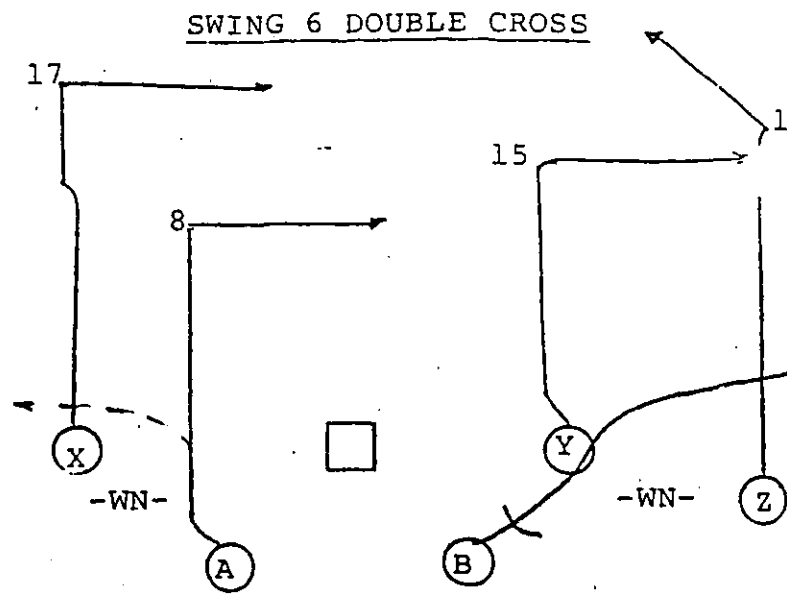
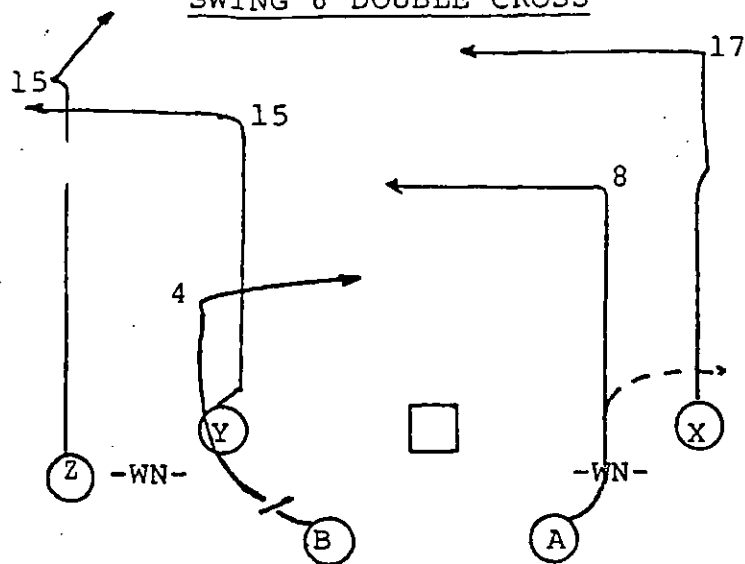
(B)

(A)

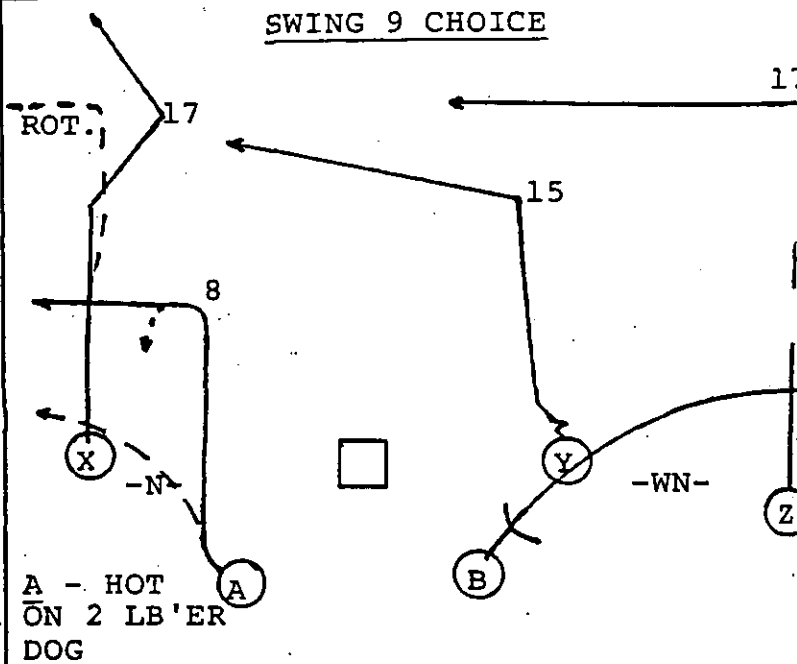
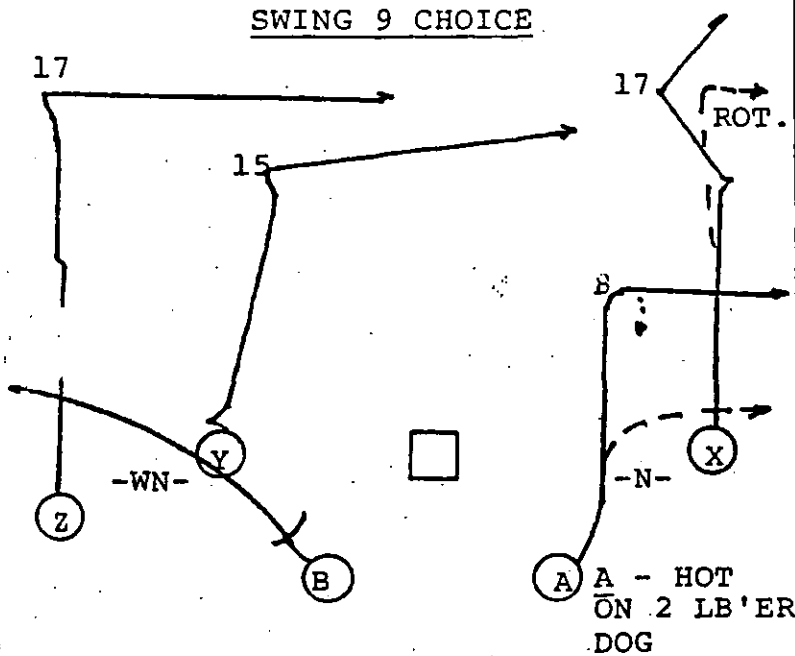
(A)

(B)

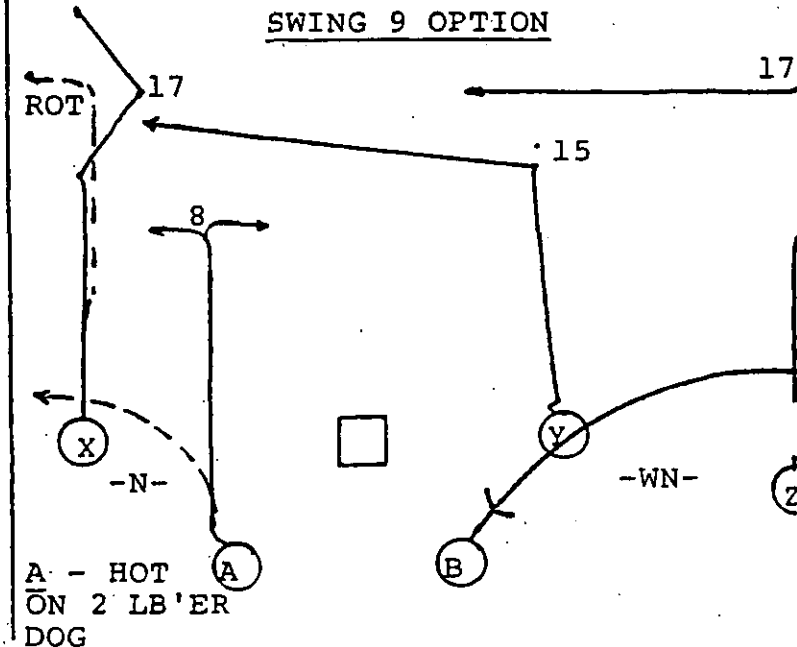
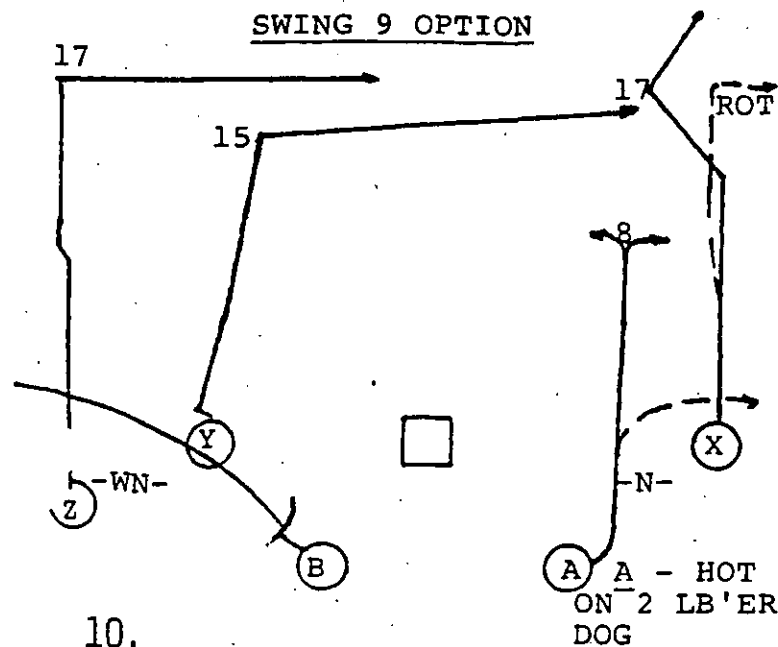
SWING 6 DOUBLE CROSS



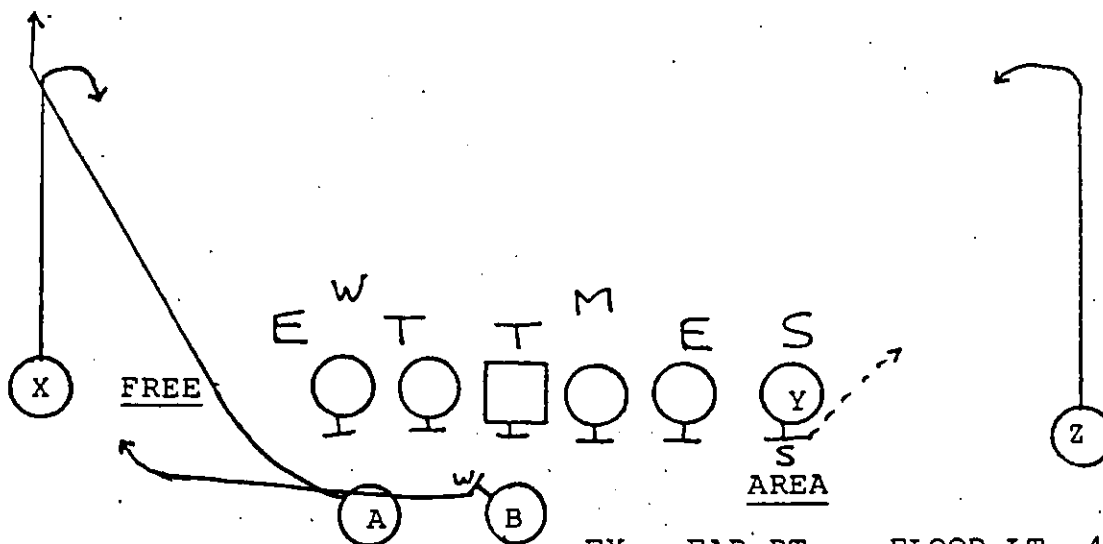
SWING 9 CHOICE



SWING 9 OPTION



FLOOD



EX: FAR RT. - FLOOD LT. 4 - FLY OUTSI

FLOODS

(VS. 4 MAN RUSH)

Are passes called with BOTH Backs in the pattern to the same side, WEAKSIDE (away from Tight End "Y") in conjunction with a combination pass 0, 3 thru 9 and a CALLED route to the "A" Back. There can also be called routes to "Y" and/or "Z" (SLOT). Floods can be run from any formation, including Double, and are regarded as both a weakside and strongside pass attack. The "A" Back (weakside Back) NEVER has "dog" responsibility and is ALWAYS out on a CALLED route (FREE). The "B" Back (strongside Back) is ALWAYS responsible for a weak linebacker "dog" (Will), no "dog", run pattern route. "Y" is responsible for a strong linebacker "dog" (Sam) (Area) unless CALLED on a route. If "Y" is CALLED in the pattern the QB MUST key SAM Linebacker "dog". If Sam dogs, the QB MUST unload the ball to "Y" who will shorten his CALLED route. The Line will block MAN protection with the uncovered Lineman (Center or Guard) responsible for middle linebacker "dog" (Mike). "Y" and the strongside Tackle will AREA Block.

(VS. 3-4) The uncovered Lineman (Onside Guard) has a double check of MAC to WILL (CHOO). The Onside Guard (Left-Right) will be called and given the direction of the double check by a "FLOOD LEFT (RIGHT)" call by the Quarterback. The "B" Back (Strongside Back) must check MAC to WILL, if both "dog", "B" MUST block WILL.

"X" - Run Pattern Route, called By number (same as Swing).

"Y" - Check strong linebacker "dog" (Sam), no "dog", run pattern route, Short - Hook. If CALLED on route, alert Sam "dog" adjustment.

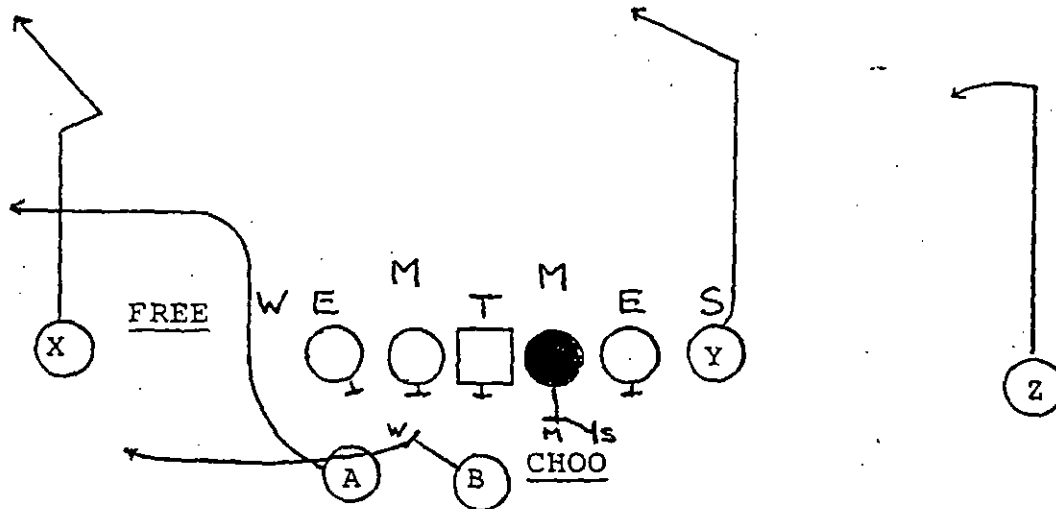
"Z" (SLOT) - Run Pattern Route (Turn In) or called variation

"A" - Run called route (FREE).

"B" - Check weak linebacker "dog" (Will), no "dog", run pattern route, Loop or Check Thru.

NOTE: Quarterback will call "FLOOD LEFT (RIGHT)" on all Flood pass

FLOW



EX: FAR RT - FLOW RT. 9 OUT - Y POST

FLOWS ("Y" - ALWAYS CALLED ON ROUTE)

(USED VS. 3-4 ONLY)

Are passes called with BOTH Backs in the pattern to the same side, Weakside (away from the Tight End "Y") in conjunction with a combination pass 0, 3 thru 9 and called routes to "A" and "Y". The "A" Back (weakside Back) NEVER has "dog" responsibility and is ALWAYS out on a CALLED route (FREE). The "B" Back (strongside Back) is always responsible for a weak linebacker "dog" (Will), no "dog", run Pattern Route. "Y" is ALWAYS called on a route. SAM will be blocked by a double check of MIKE to SAM (CHOO). The Onside Guard (Right-Left) will be called and given the direction of the double check by a "FLOW RIGHT (LEFT)" call by the Quarterback.

"X" - Run Pattern Route, called by number (same as Flood - Swing)

"Y" - Run Called Route

"Z" (SLOT) - Run Pattern Route (Turn In) or Called Variation

"A" - Run CALLED Route (FREE)

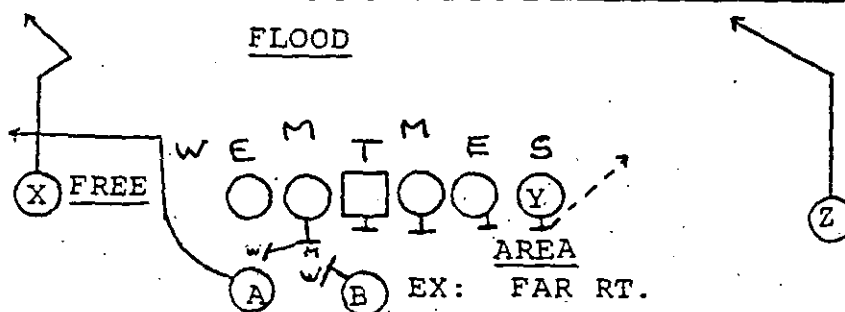
"B" - Check weak linebacker "dog" (Will), no "dog", run Pattern Route

NOTE: Quarterback will call "FLOW RIGHT (LEFT)" on all Flow Passes.

FLOOD

(VS. 3-4)

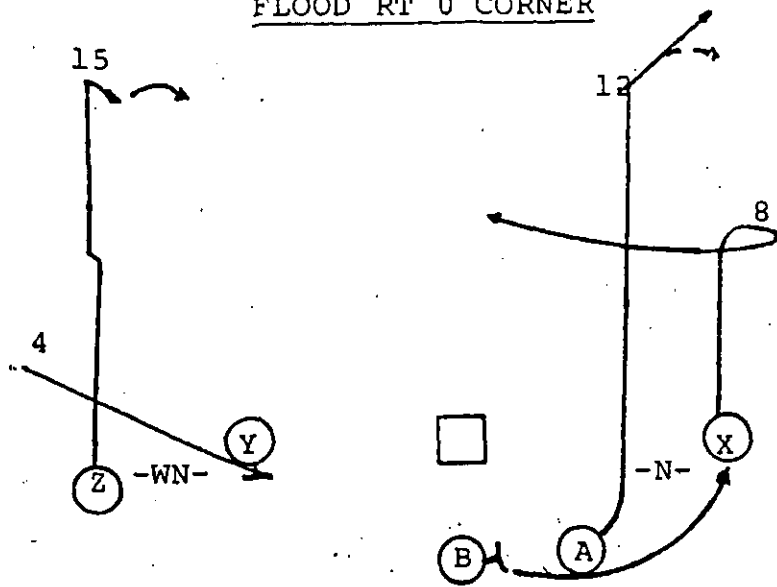
"B" - FLOOD vs. 3-4
Check Mac to
Will both
"dog", block
WILL.



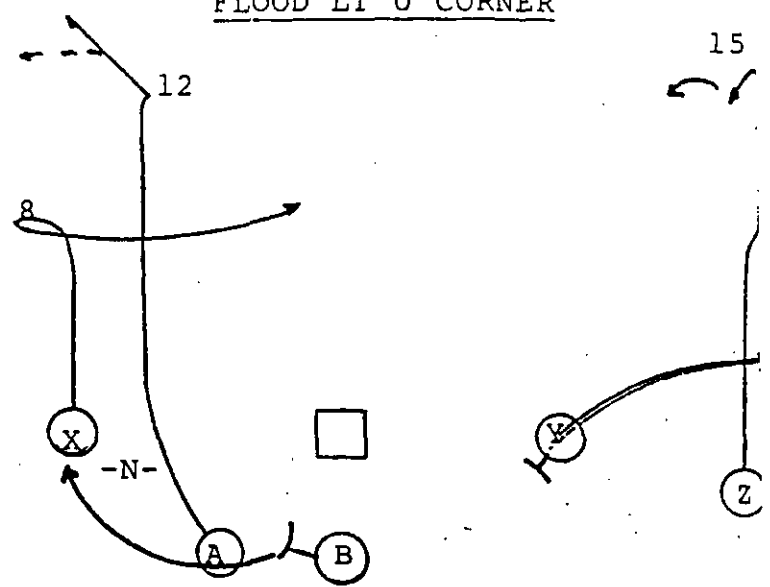
EX: FAR RT.

FLOOD RT. 9 OUT - Y POST

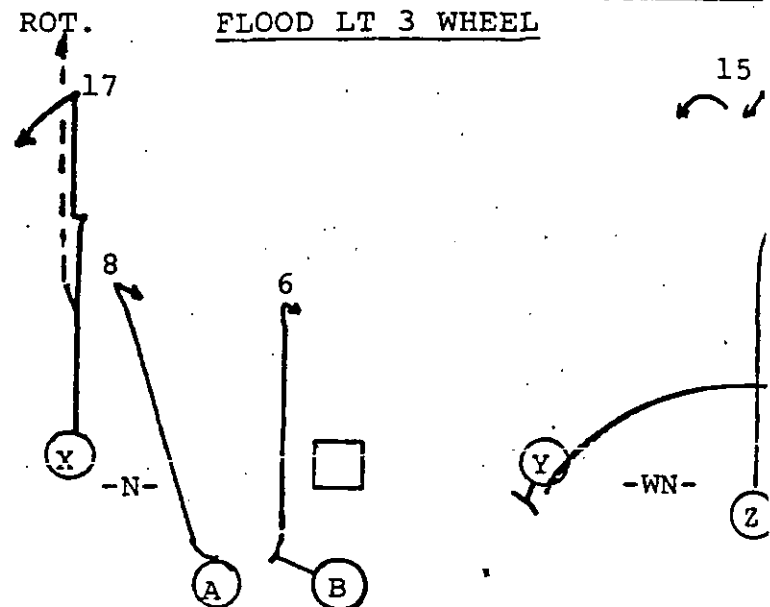
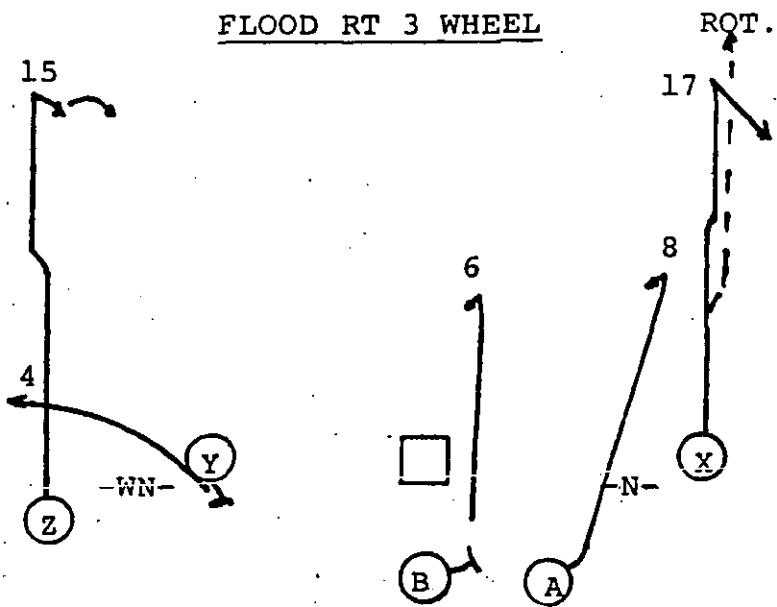
FLOOD RT 0 CORNER



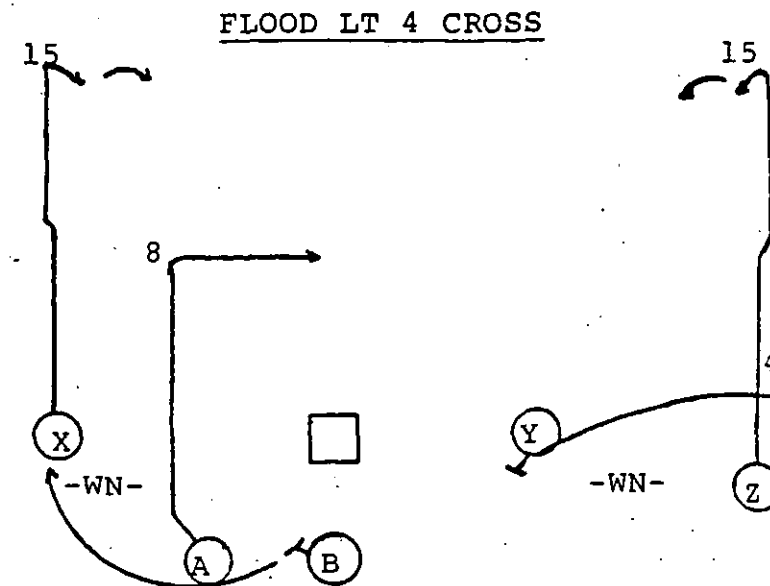
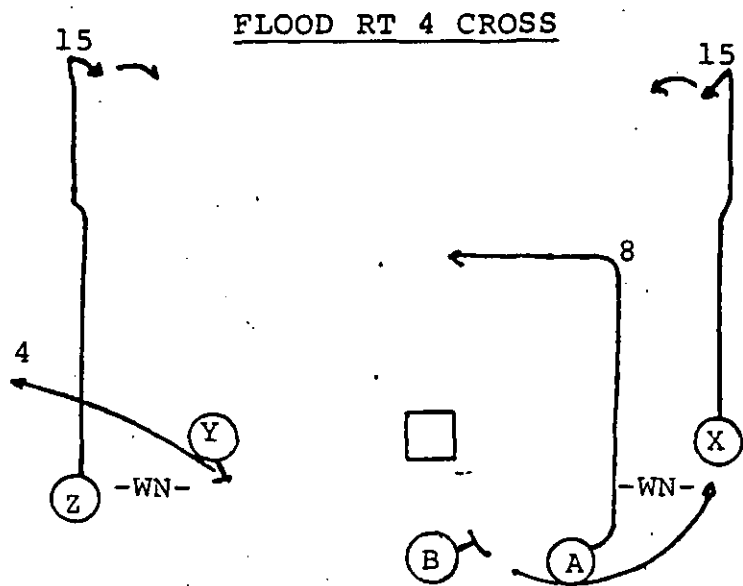
FLOOD LT 0 CORNER



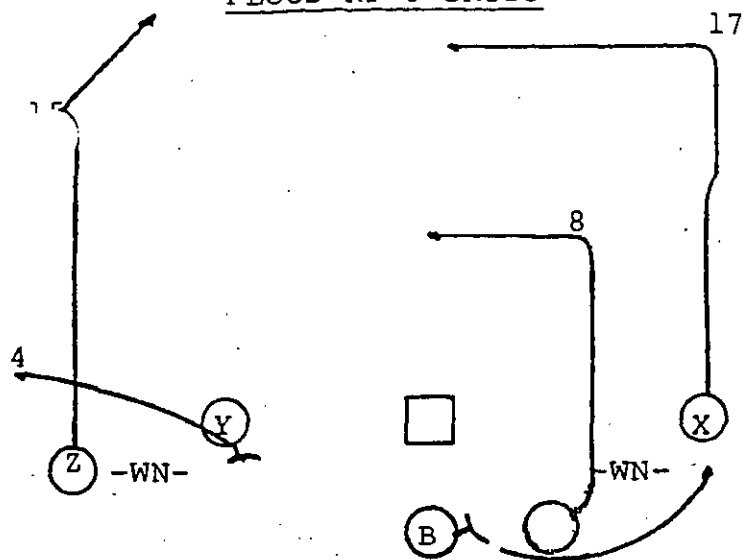
FLOOD RT 3 WHEEL



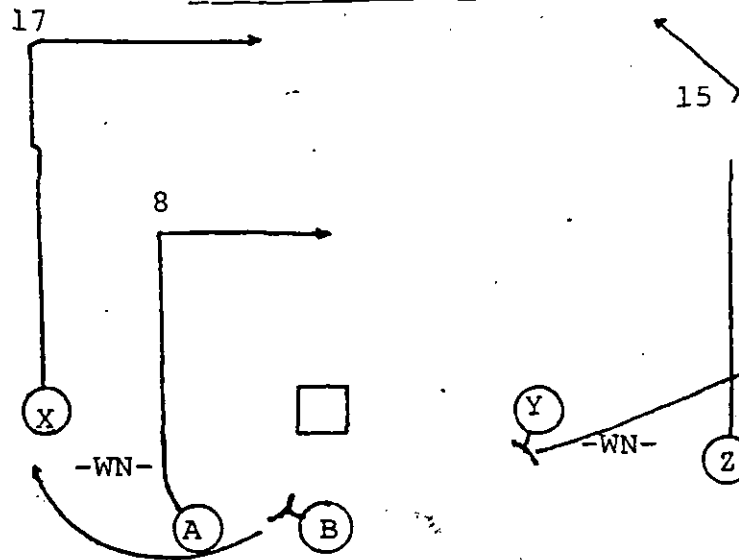
FLOOD RT 4 CROSS



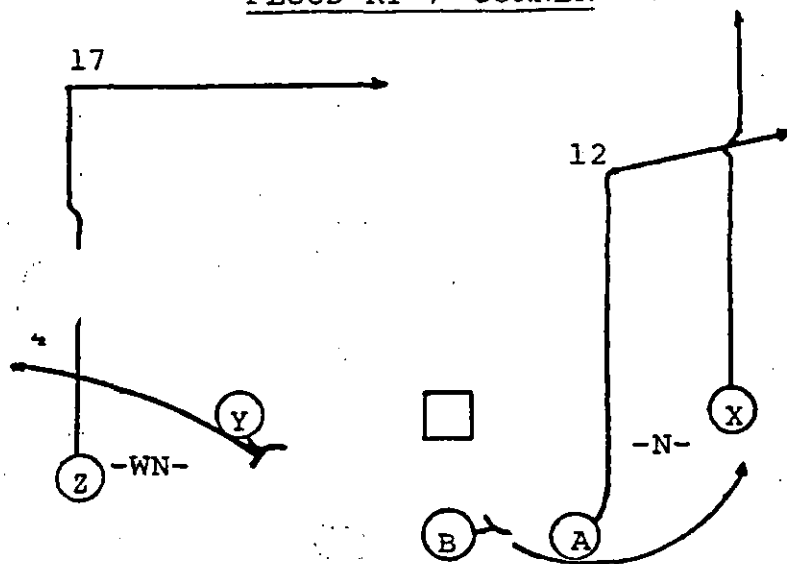
FLOOD RT 6 CROSS



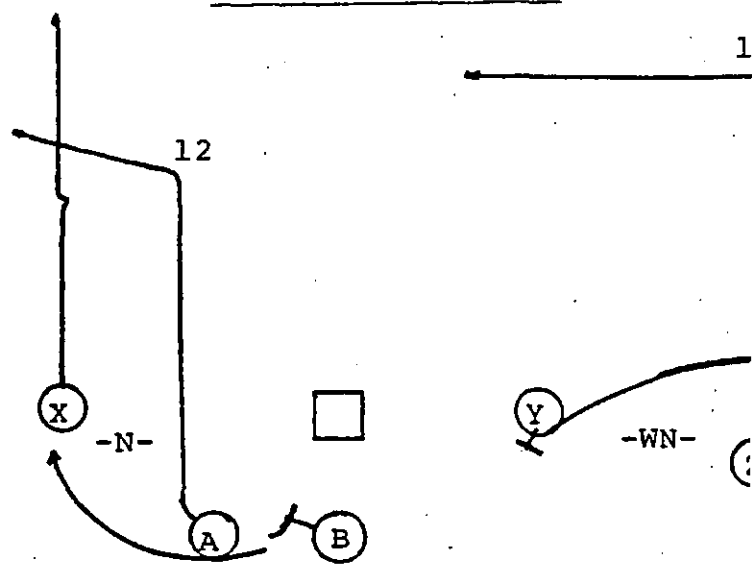
FLOOD LT 6 CROSS



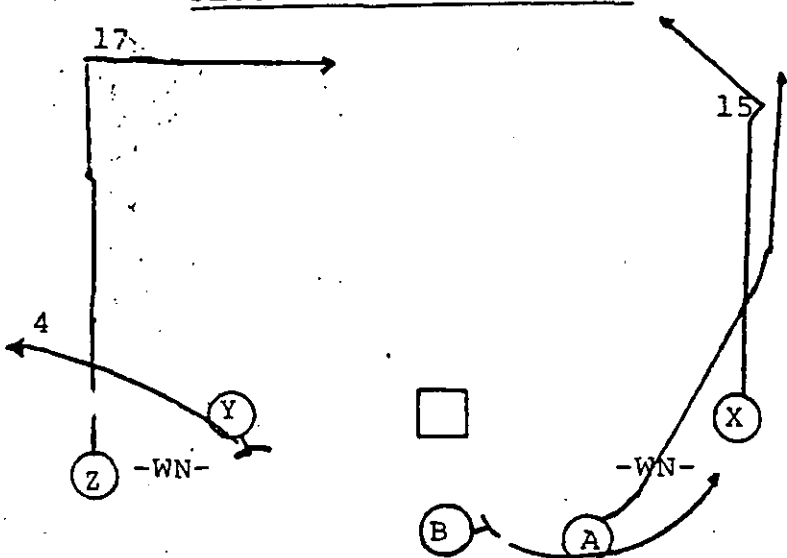
FLOOD RT 7 CORNER



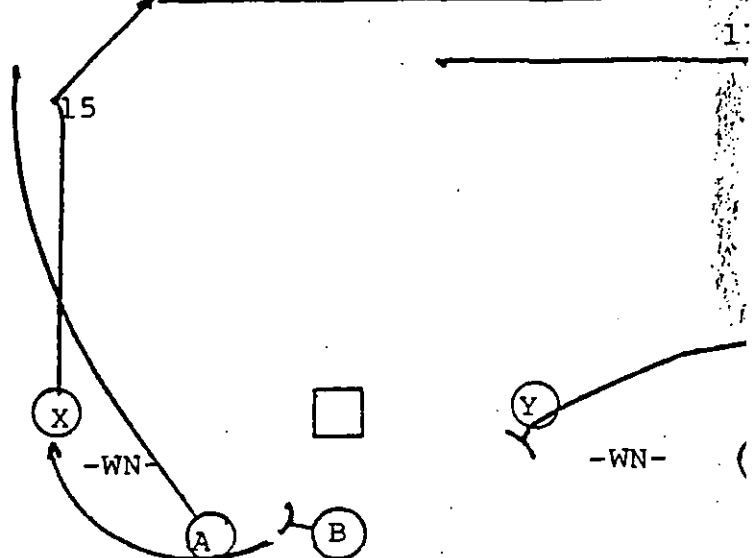
FLOOD LT 7 CORNER



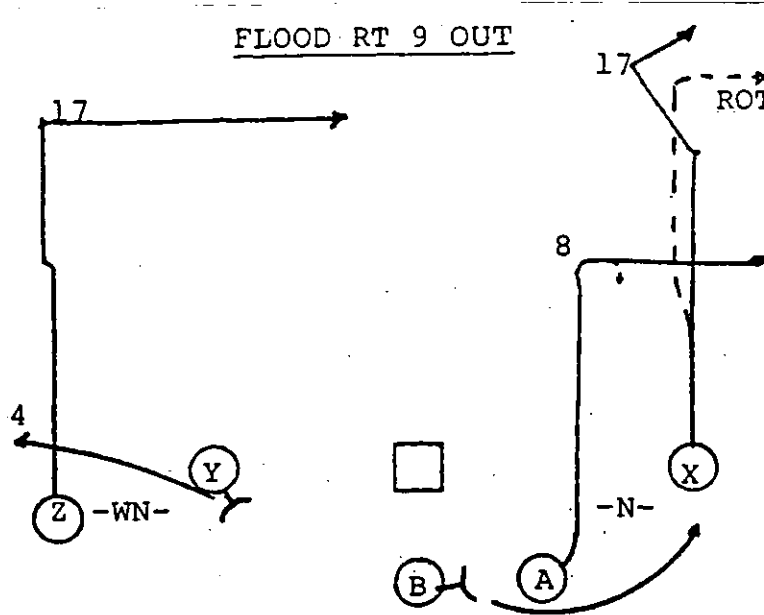
FLOOD RT 8 FLY OUTSIDE



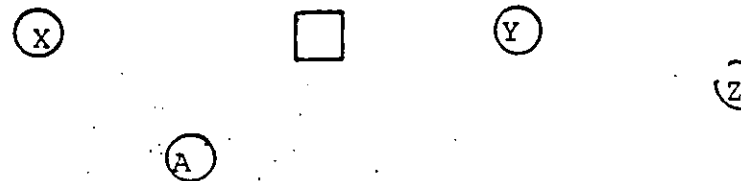
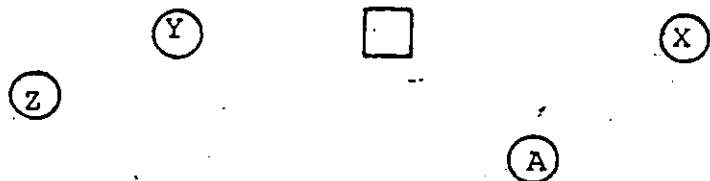
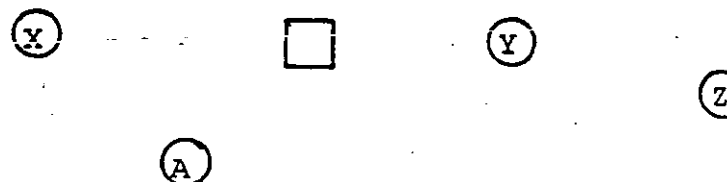
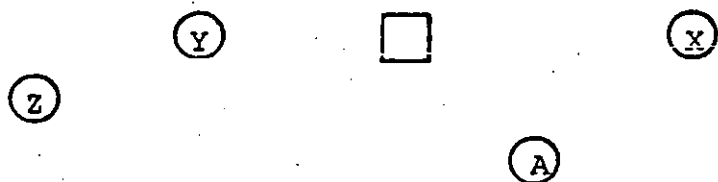
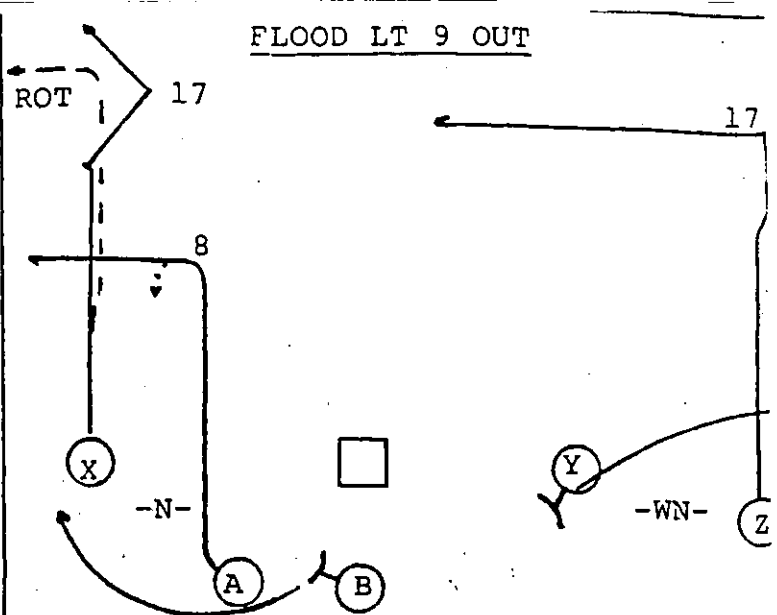
FLOOD LT 8 FLY OUTSIDE



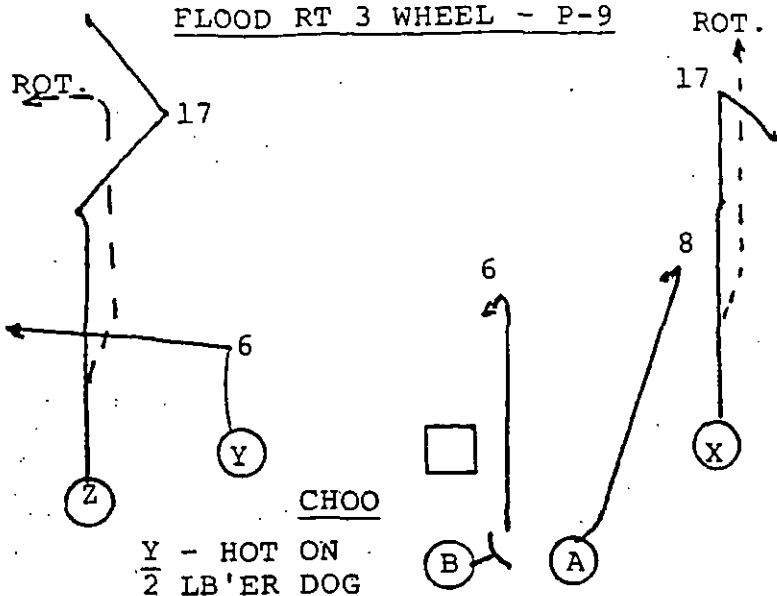
FLOOD RT 9 OUT



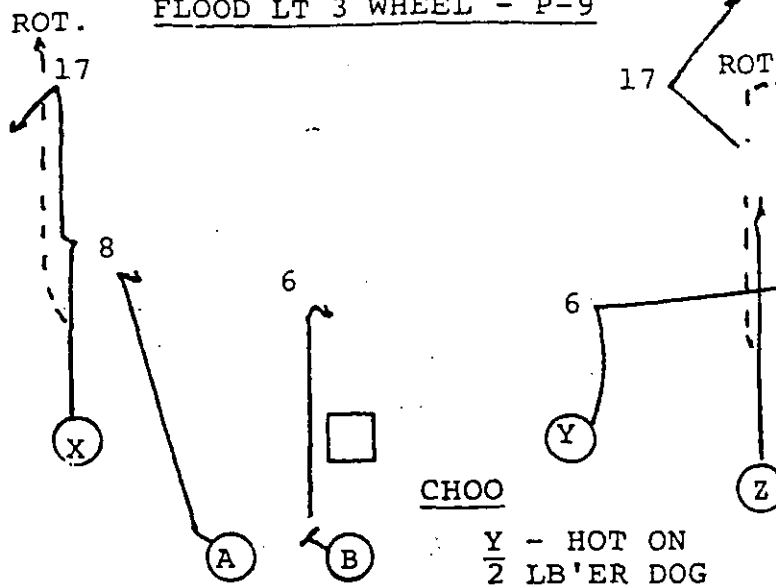
FLOOD LT 9 OUT



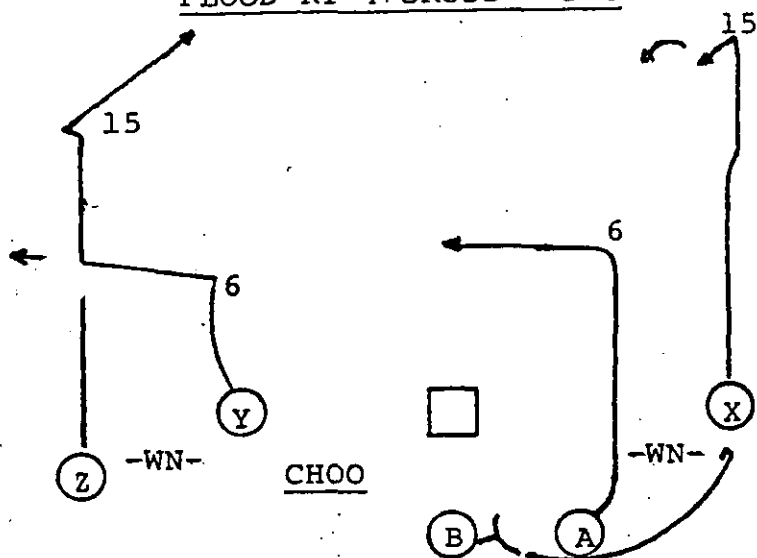
FLOOD RT 3 WHEEL - P-9



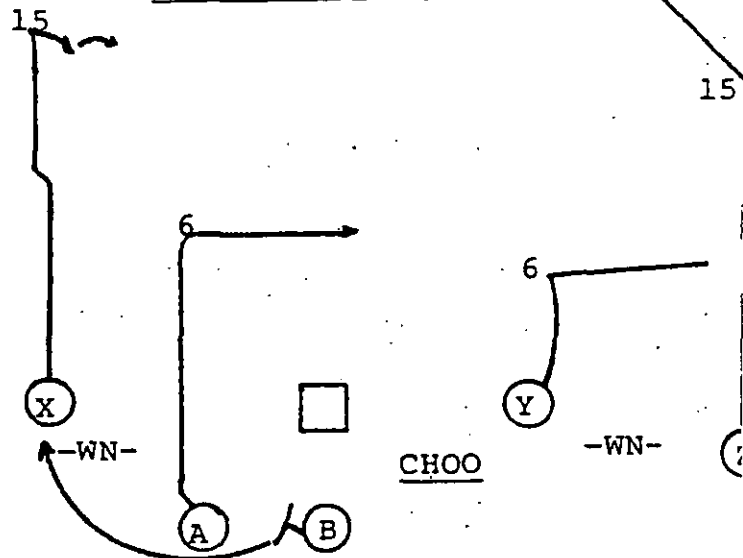
FLOOD LT 3 WHEEL - P-9



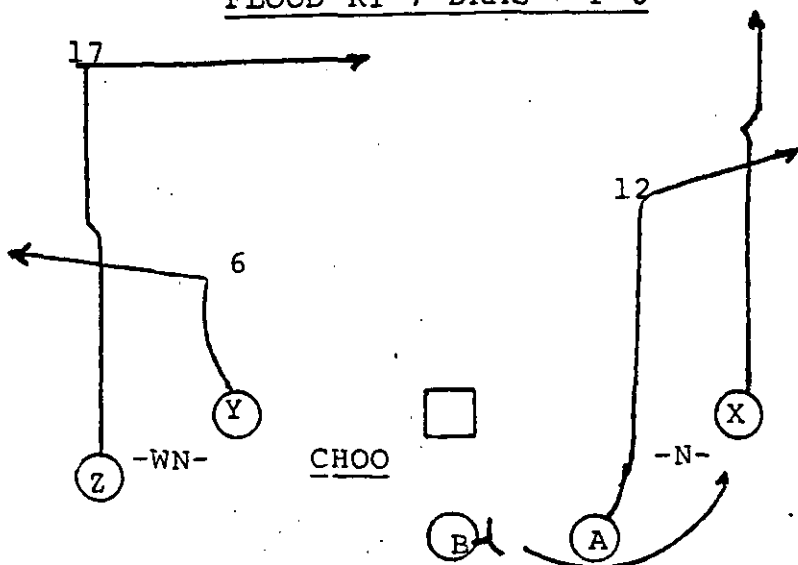
FLOOD RT 4 CROSS - P-8



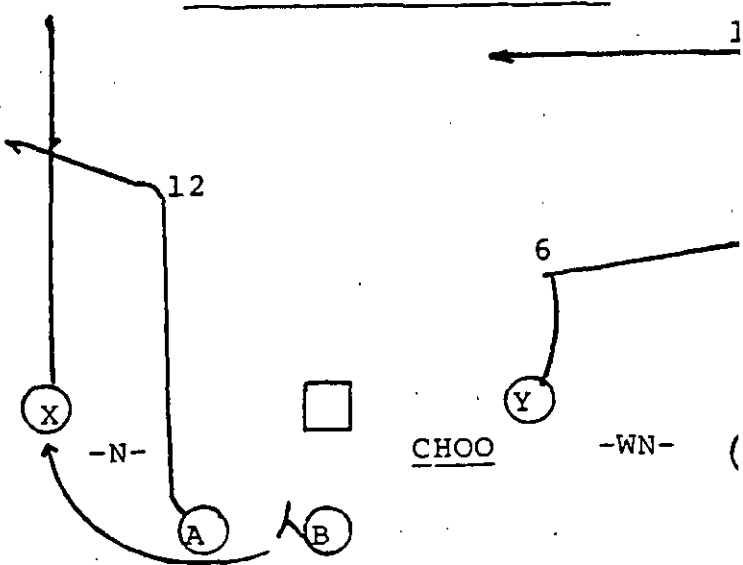
FLOOD LT 4 CROSS - P-8



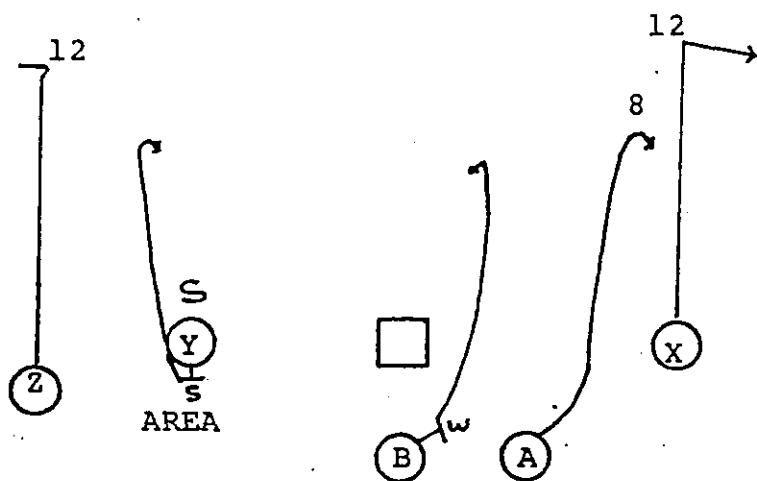
FLOOD RT 7 DRAG - P-6



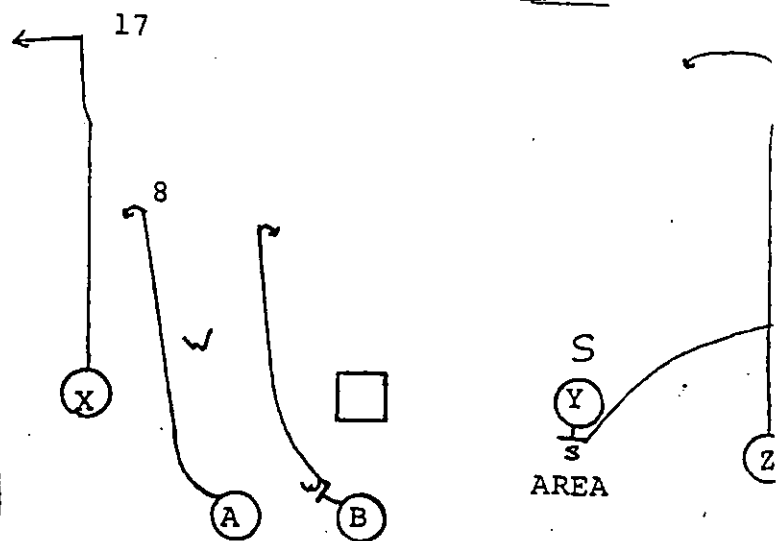
FLOOD LT 7 DRAG - P-6



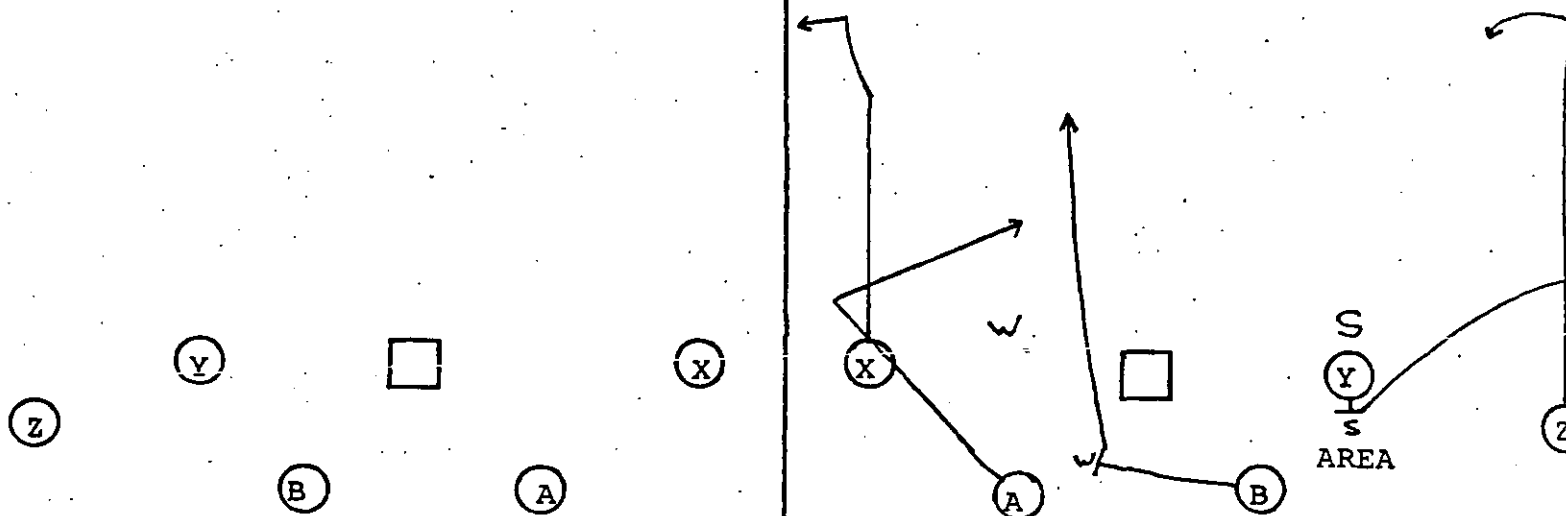
STICK - FLOOD RIGHT 3 WHEEL - Z OUT



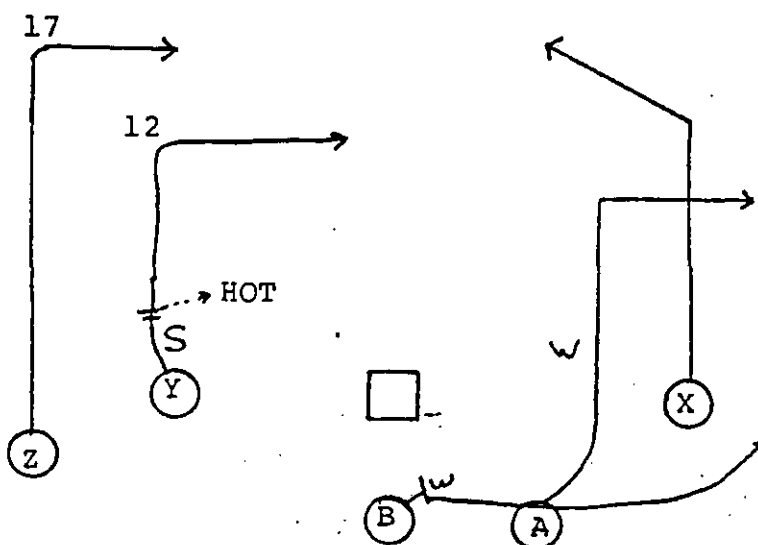
FLOOD LEFT 3 WHEEL - Z CB



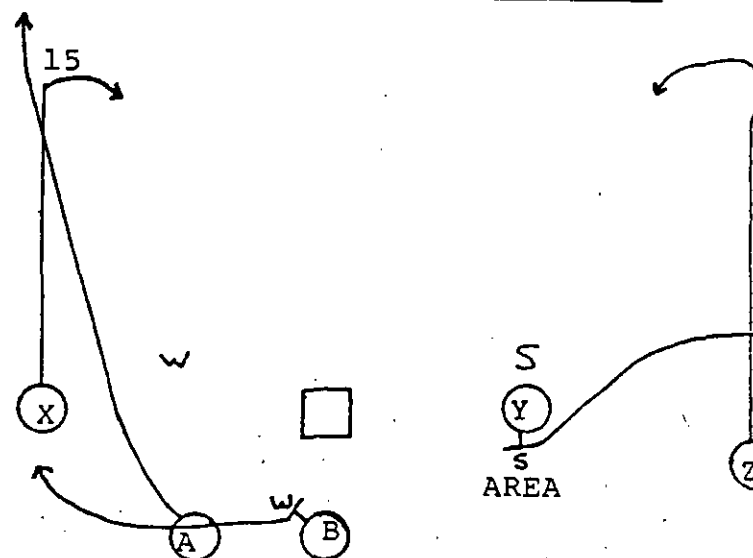
FLOOD LEFT 3 - ANGLE



FLOOD RIGHT 8 OUT - Y AND Z IN



FLOOD LEFT 4 - FLY OUTSIDE

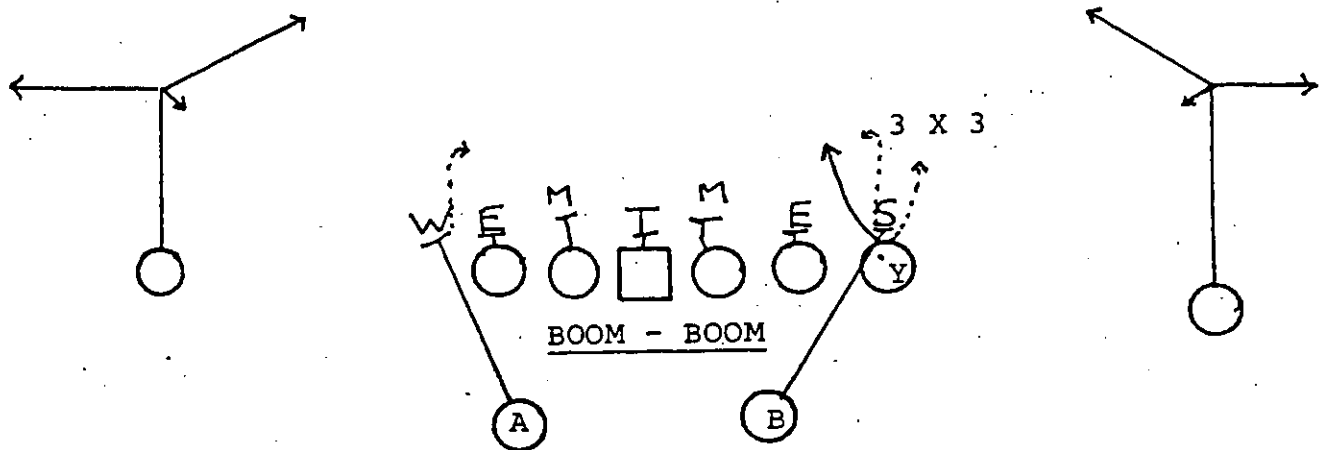


QUICK PASSING

71-72

Passes with 70 type protection. They will be QUICK Passes to outside receivers with 3 step drop by Quarterback. They can be AUDIBLES or HUDDLE calls, and can be run from various formations. The Line and Backs will use AGGRESSIVE pass protection. The "B" Back (strongside Back) is responsible for strongside linebacker (Sam), no "dog", release downfield. The "A" Back (weakside Back) is responsible for weakside linebacker (Will), no "dog", release downfield. "Y" will release on route or can be called "HELP". The Line will use BOOM-BOOM MAN protection.

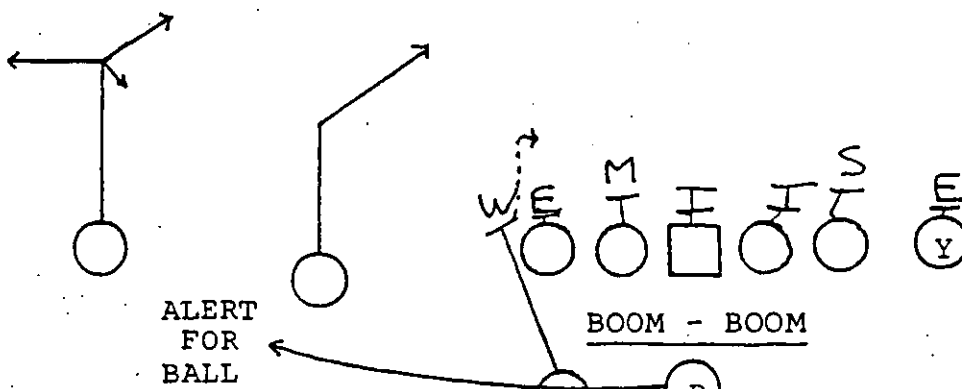
NOTE: Can also call "71 HITCH"



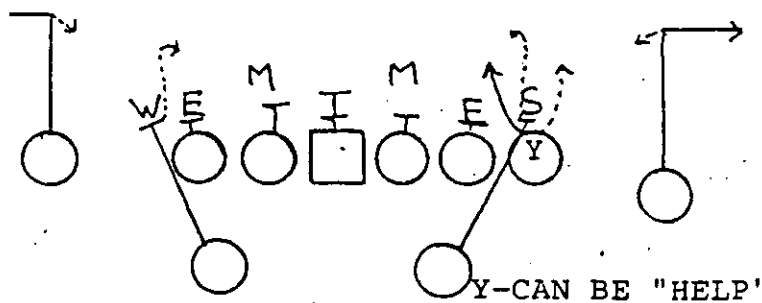
61-62

Passes with MAN protection by Line and FLOOD ACTION by Backs. They will be QUICK Passes to outside receivers with 3 step drop by Quarterback. They can be AUDIBLES or HUDDLE calls, and can be run from various formations. The Line and "A" Back will use AGGRESSIVE pass protection. The "B" Back (strongside Back) is FREE and will run FLARE route with FLOOD ACTION (weakside). The "A" Back (weakside Back) is responsible for weakside linebacker (Will), no "dog", release downfield. "Y" will block AGGRESSIVE Flood Protection. The Line will use BOOM-BOOM MAN Protection

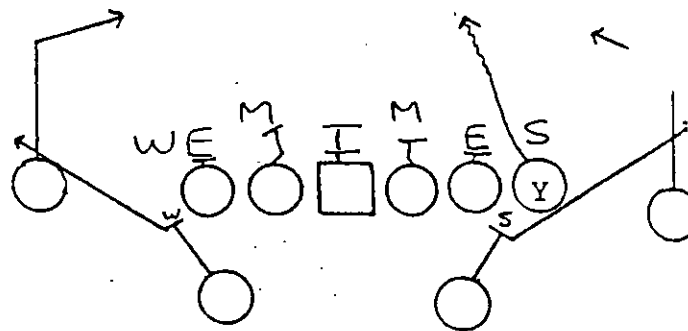
NOTE: Can also call "61 HITCH"



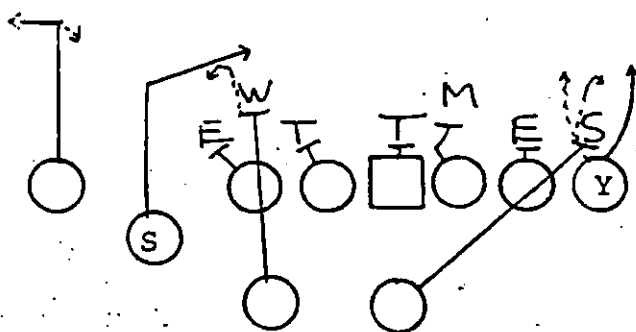
71 (& HITCH)



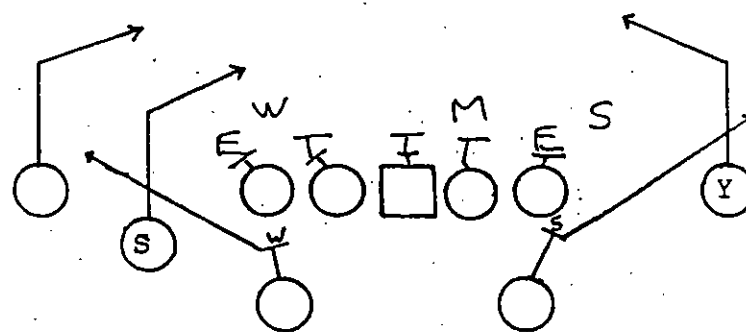
72



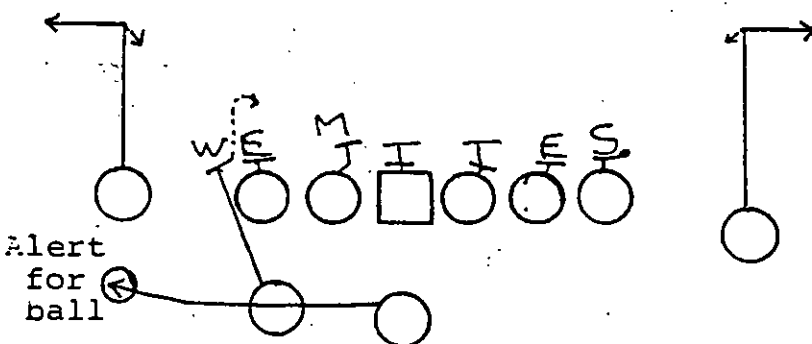
71 (SLOT FORMATION)
(& HITCH)



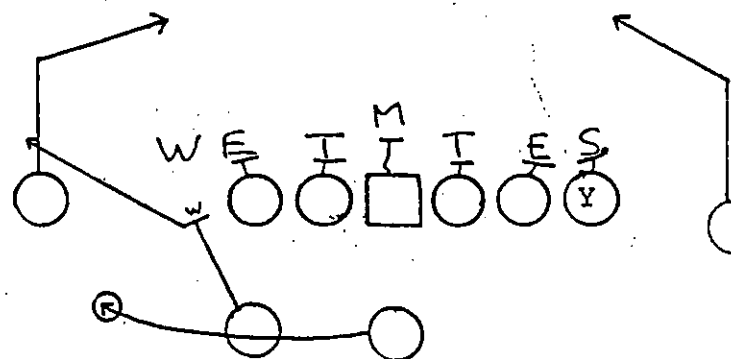
72 (OPEN SLOT)



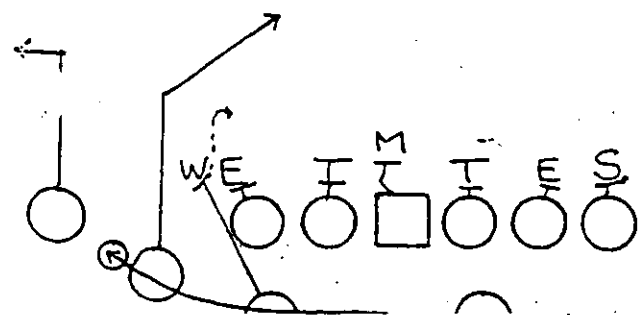
61 (& HITCH)



62



61 (SLOT FORMATION)



62 (SLOT FORMATION)

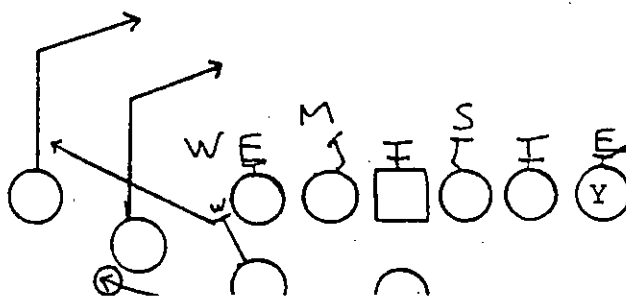


Diagram illustrating a 6-stage pipeline (W, E, T, M, T, E) with a data hazard. The pipeline contains instructions X, A, B, Y, and Z. Instruction A writes to register 1, and instruction B reads from register 1. A dashed arrow shows the data hazard from A to B. A solid arrow shows the forwarding path from the M stage to the E stage of B. The text "EX: FULL RT. - DIVIDE" is at the bottom right.

EX: FULL RT. - DIVIDE 84 CR

NOTE: USED VS. 4 MAN RUSH ONLY

Are weakside combination passes with the Backs ("A"-"B") in the pattern to opposite sides in conjunction with combination passes 0 thru 9, with called variations to "Z" or "SLOT". Divides can be run from any formation, including Double, and are regarded as a weakside pass attack. EX: Divide 83 (93) Wheel. The "B" Back (strongside Back) is ALWAYS responsible for a strong linebacker "dog" (Sam), no "dog", run pattern route. The "A" Back (weakside Back) NEVER has "dog" responsibility and is ALWAYS out on a CALLED route (FREE). The Line will block MAN protection with the uncovered Lineman (Center or Guard) responsible for a weak linebacker "dog" (Will). The uncovered Lineman will be CALLED the direction to block by the 80 (90) call. 80 Left - 90 Right. The middle linebacker (Mike) is not blocked. The Quarterback MUST key the middle linebacker and MUST unload the ball to "Y", if the middle linebacker "dogs". "Y" will ALWAYS release inside and run a "Look In". (C.P. - If Middle Linebacker goes to coverage AWAY from "Y", the QB also has the option to unload ball to "Y".)

"X" - Run Pattern Route

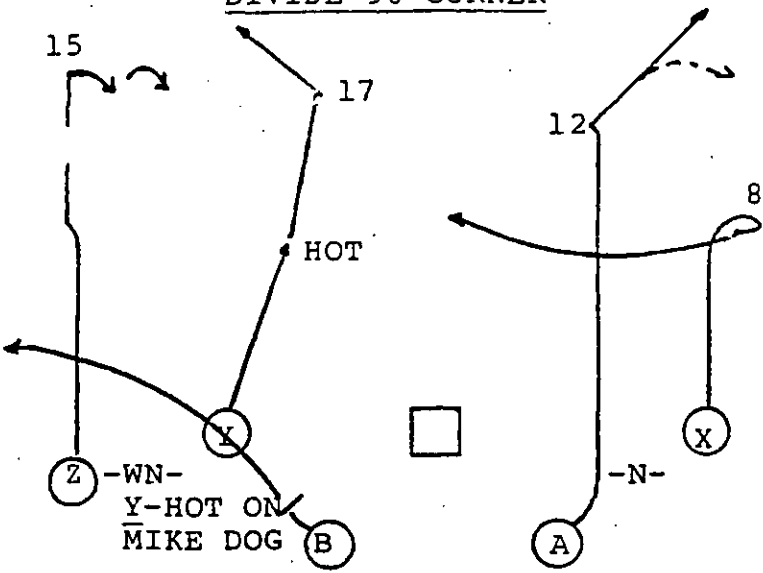
"Y" - Release inside, run "Look In".

"Z". (SLOT) - Run Pattern Route or called variation.

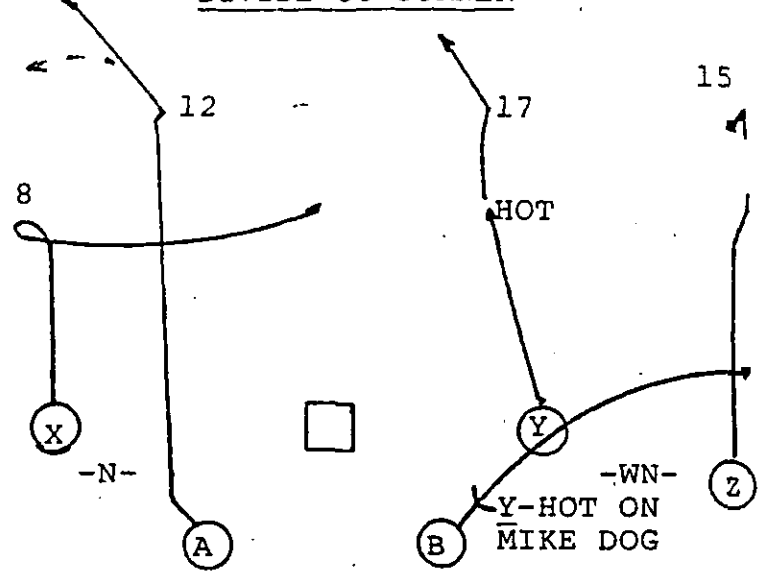
"A" - Run Called Route (FREE)

"B" - Check Strong Linebacker "dog", no "dog", run pattern route.

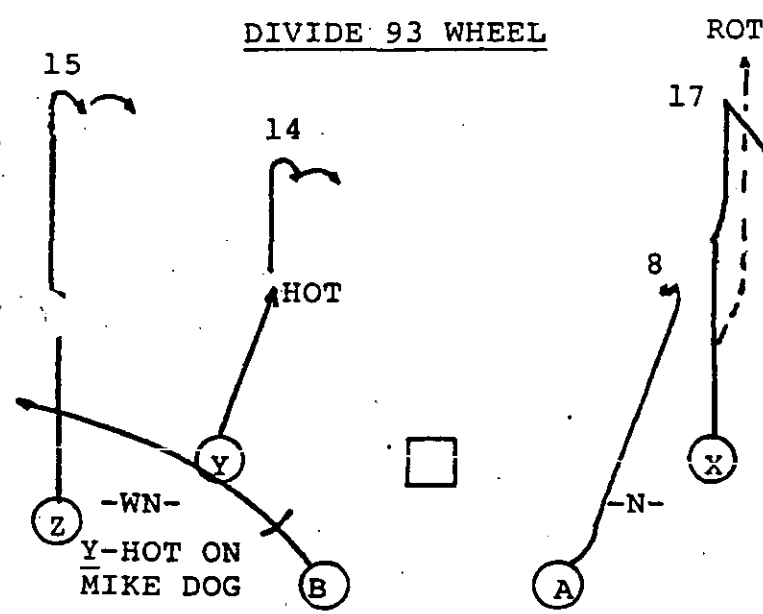
DIVIDE 90 CORNER



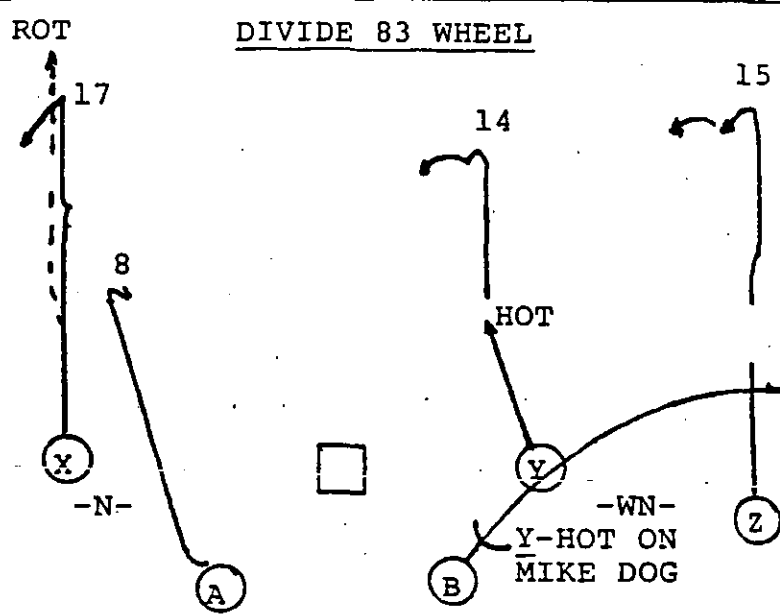
DIVIDE 80 CORNER



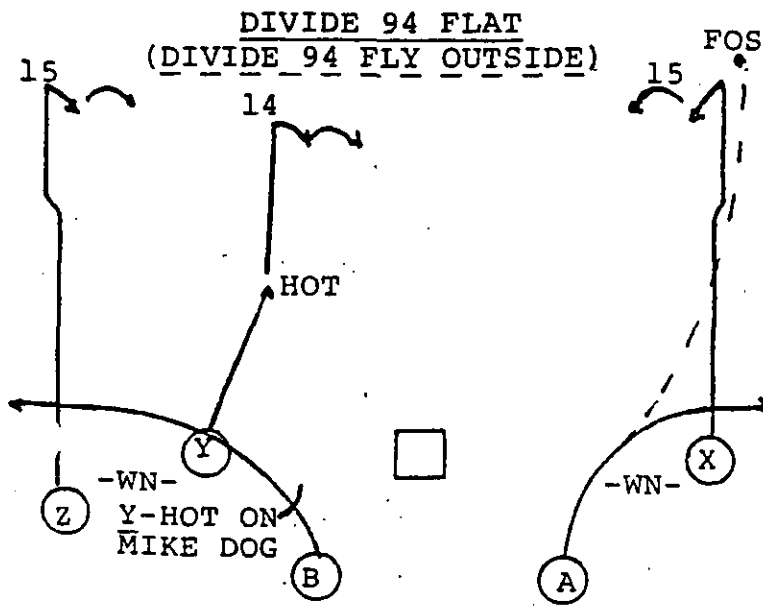
DIVIDE 93 WHEEL



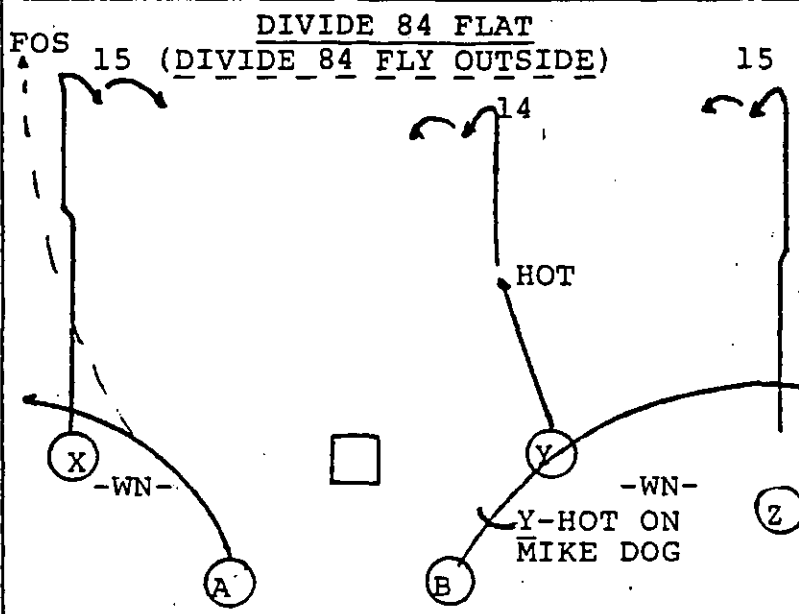
DIVIDE 83 WHEEL



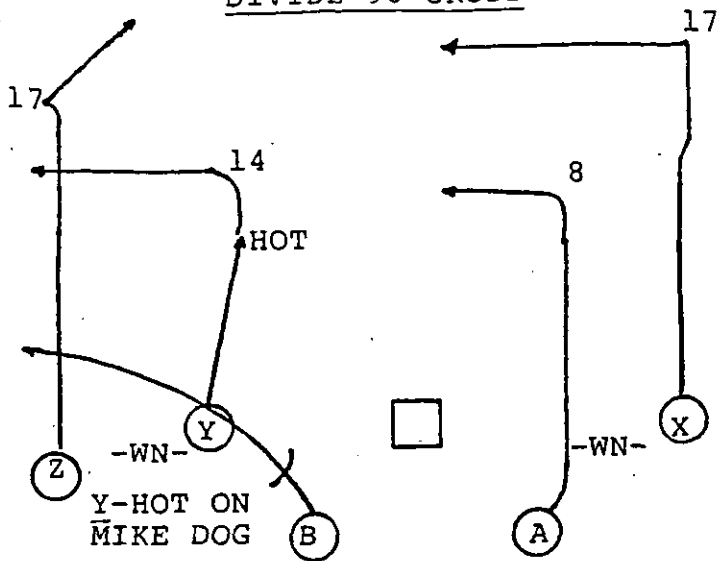
DIVIDE 94 FLAT
(DIVIDE 94 FLY OUTSIDE)



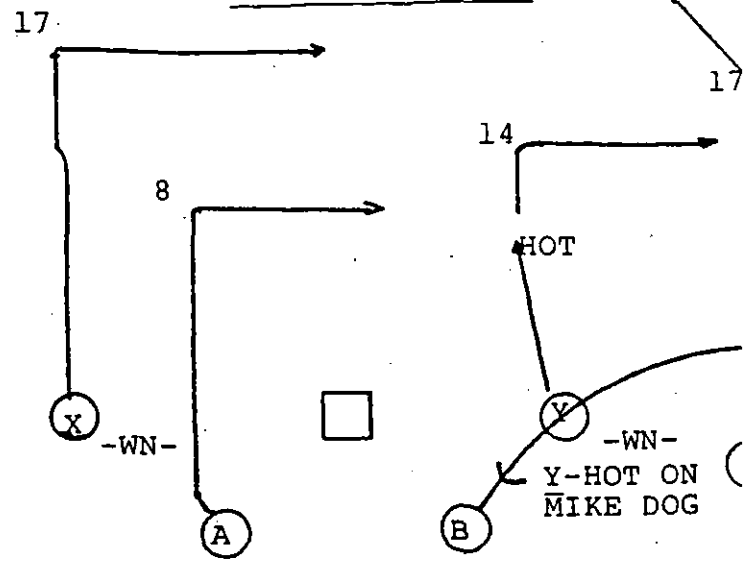
DIVIDE 84 FLAT
(DIVIDE 84 FLY OUTSIDE)



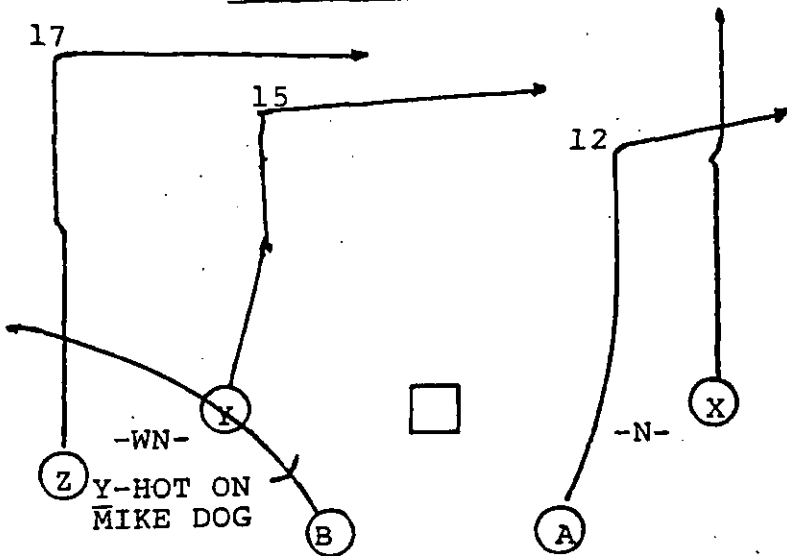
DIVIDE 96 CROSS



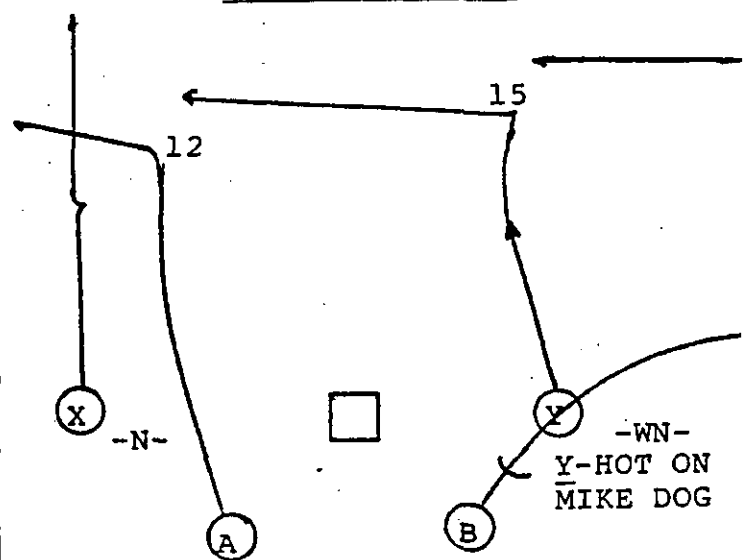
DIVIDE 86 CROSS



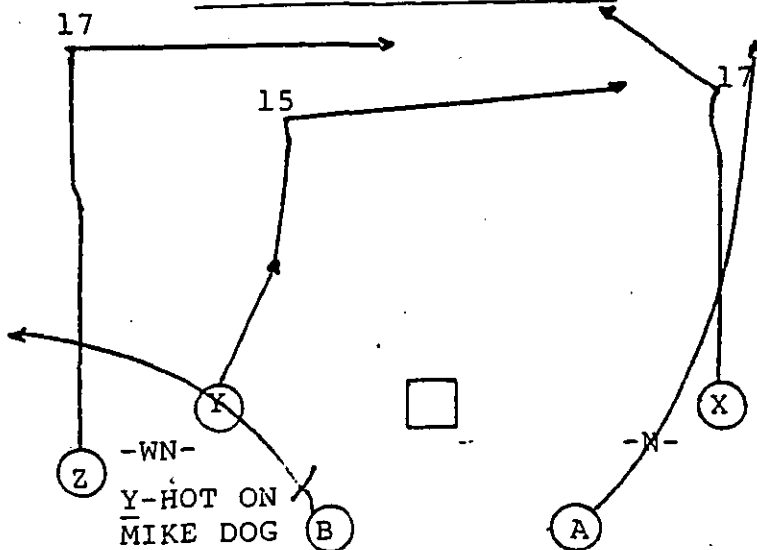
DIVIDE 97 CORNER



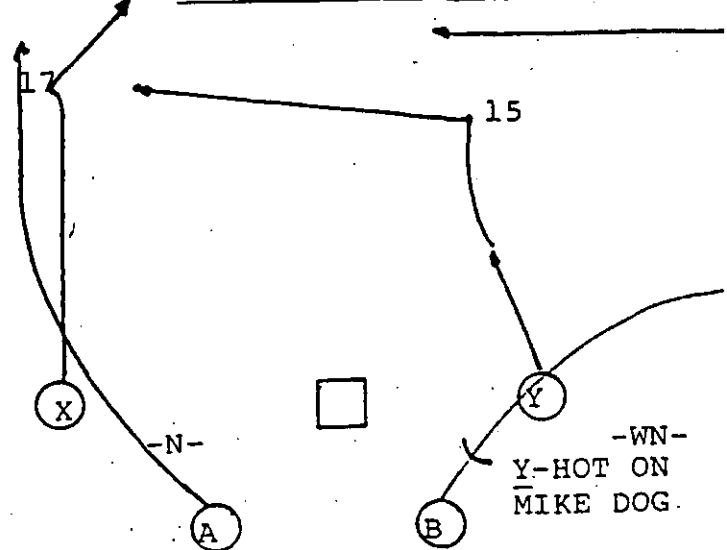
DIVIDE 87 CORNER



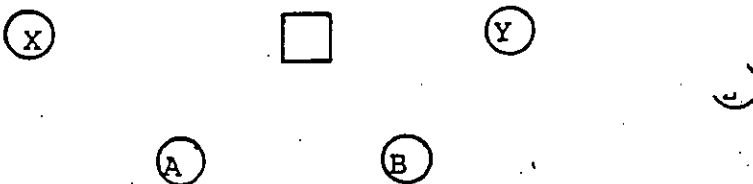
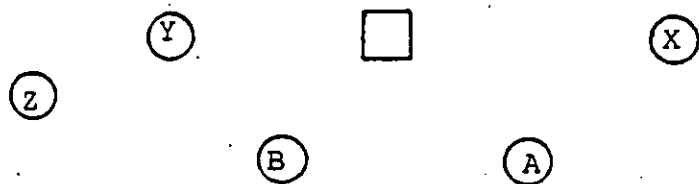
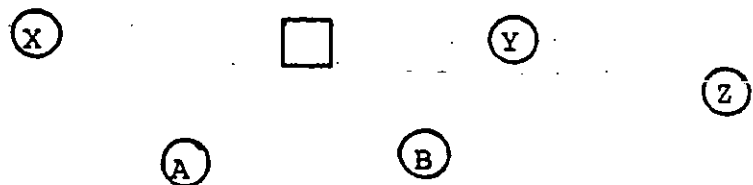
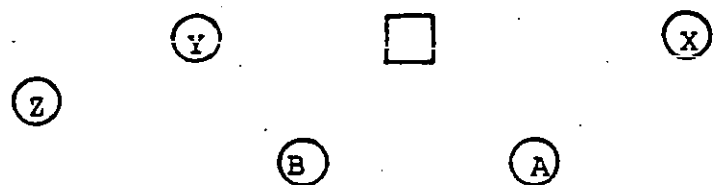
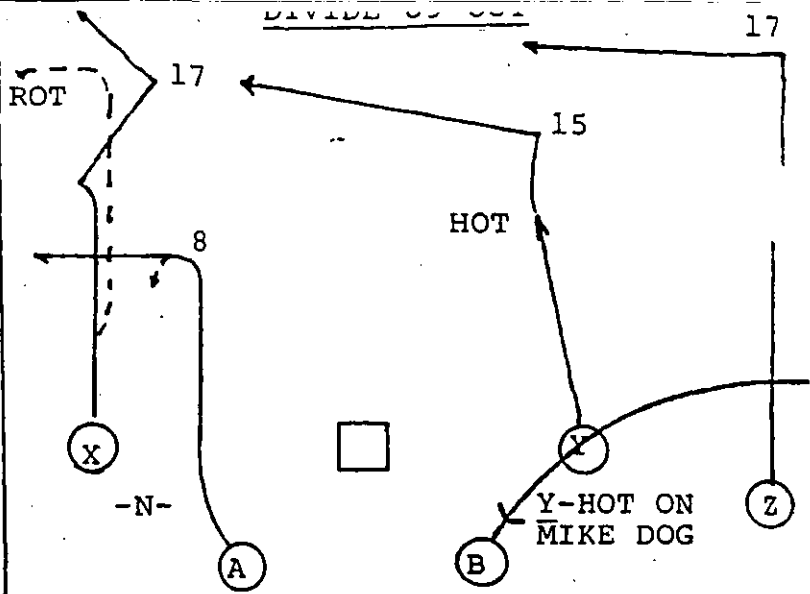
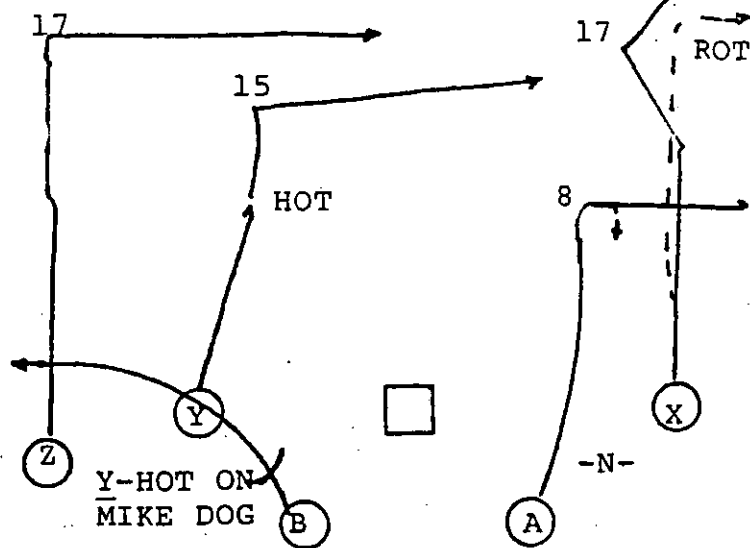
DIVIDE 98 FLY OUTSIDE



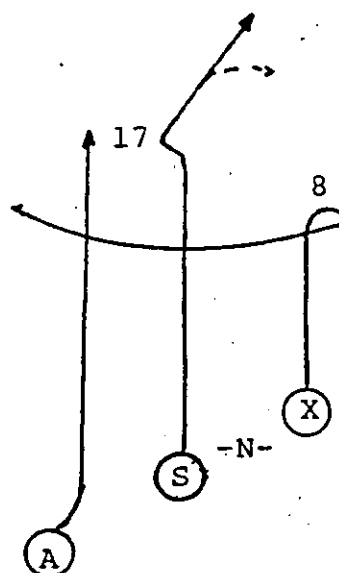
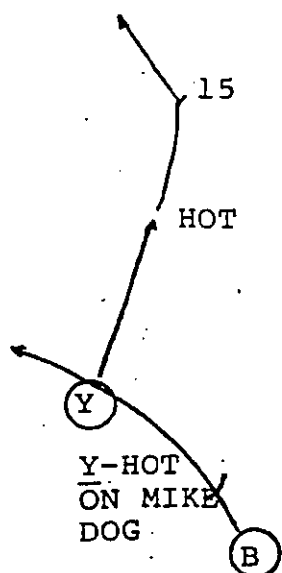
DIVIDE 88 FLY OUTSIDE



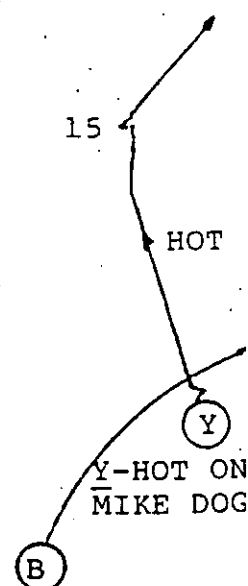
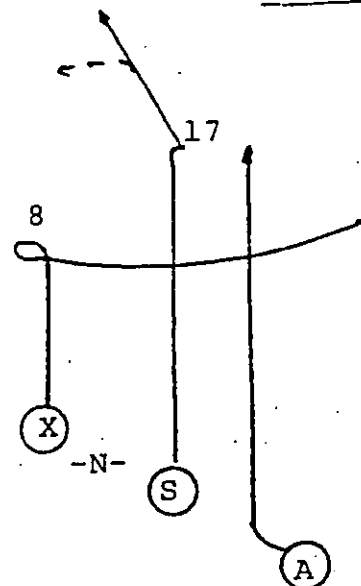
DIVIDE 99 OUT



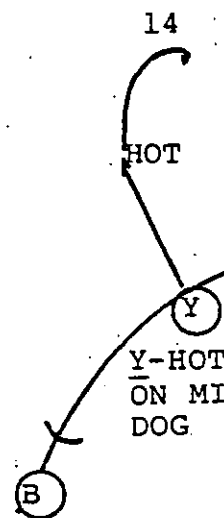
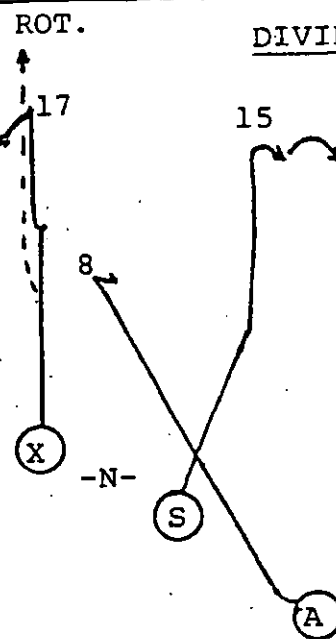
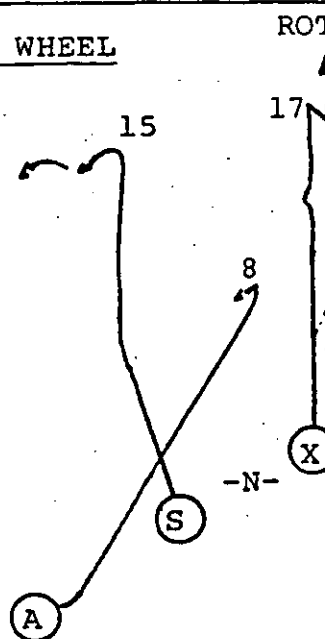
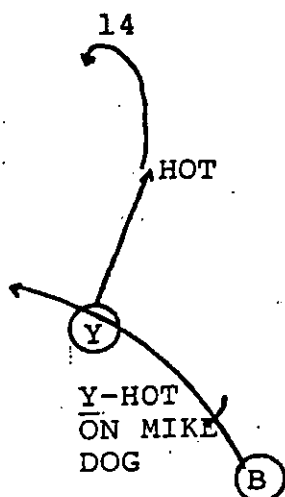
DIVIDE 90 FLY



DIVIDE 80 FLY

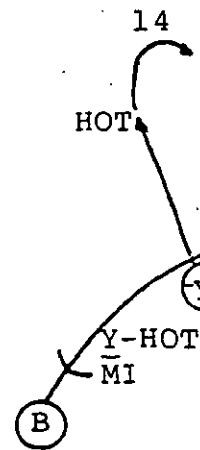
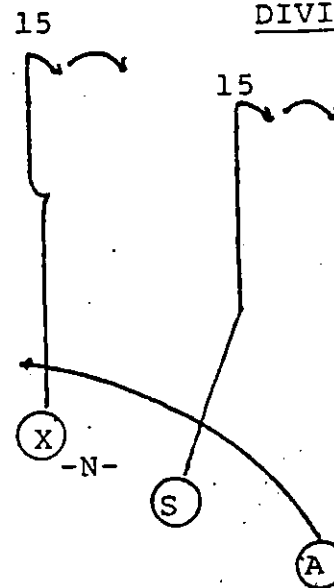
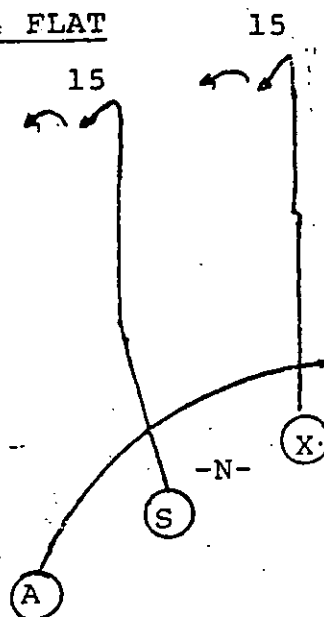
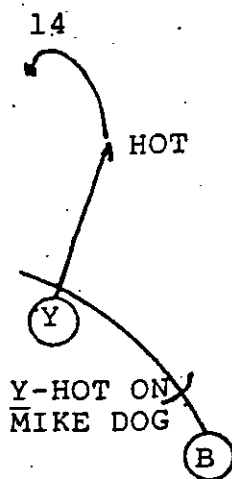


DIVIDE 93 WHEEL



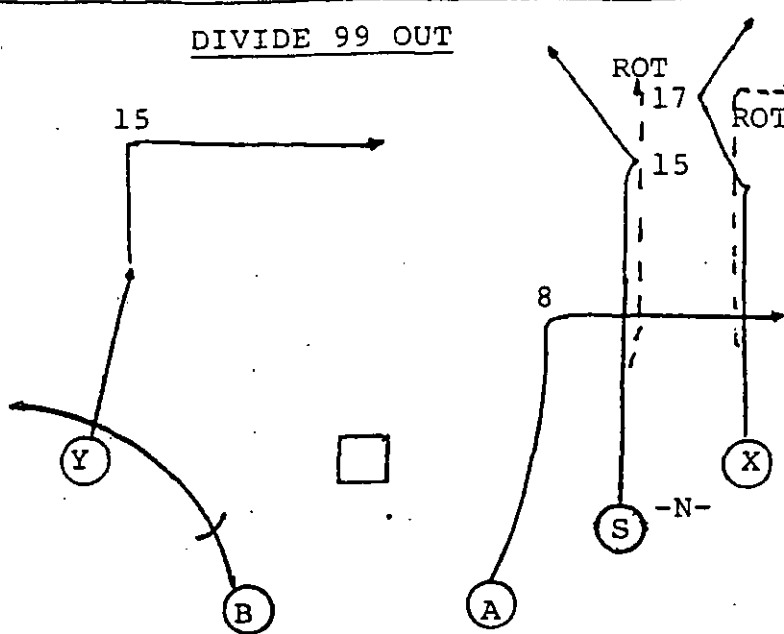
DIVIDE 83 WHEEL

DIVIDE 94 FLAT

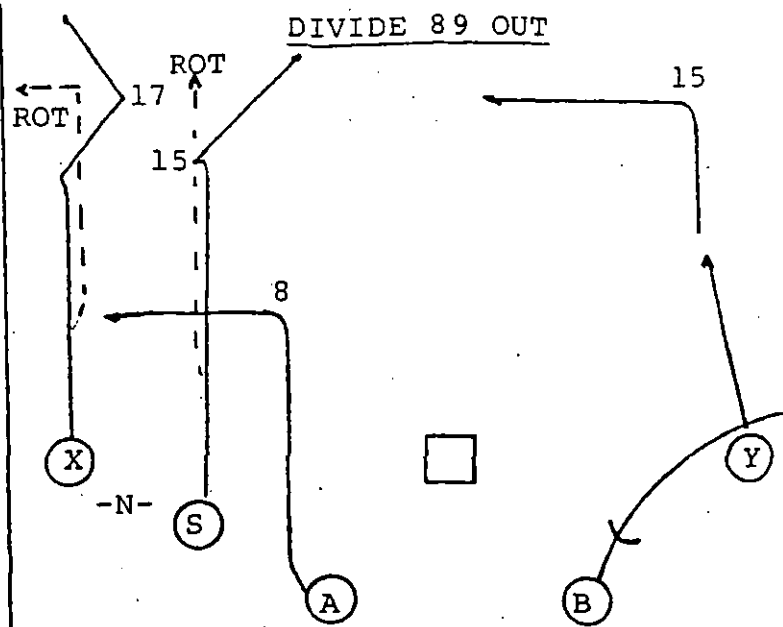


DIVIDE 94 FLAT

DIVIDE 99 OUT



DIVIDE 89 OUT



Y



B

A

S

X

X

S

A

B



Y

Y



B

A

S

X

X

S

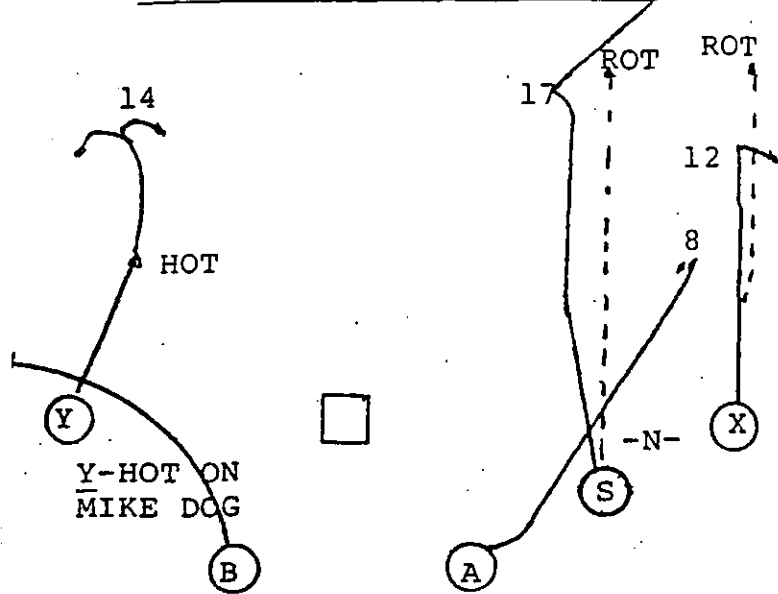
A

B

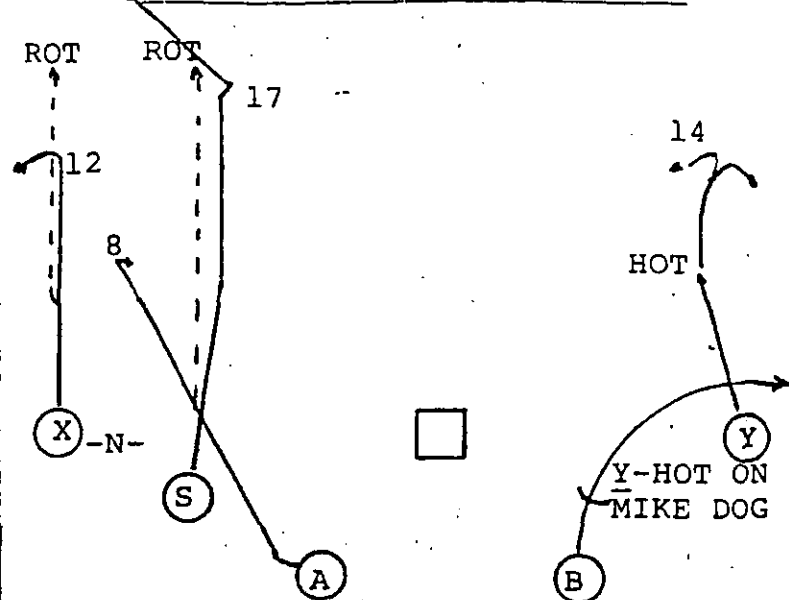


Y

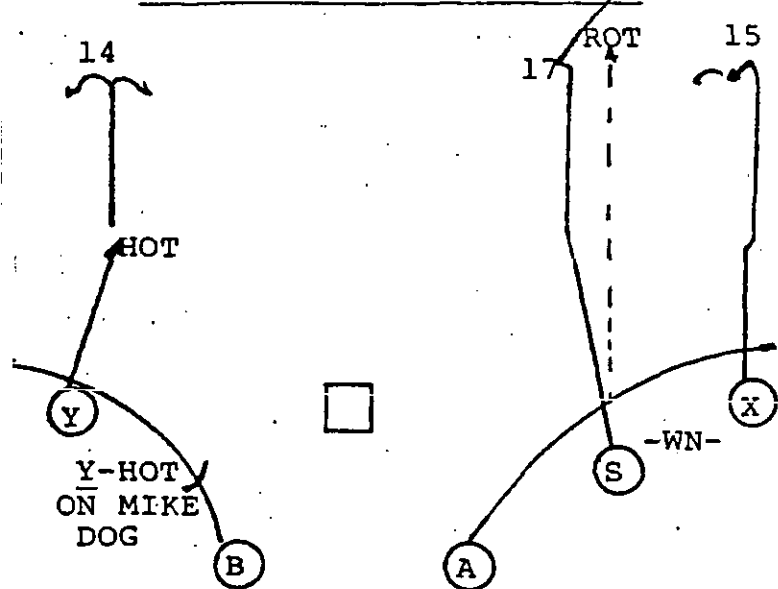
DIVIDE 93 WHEEL SLOT CORNER



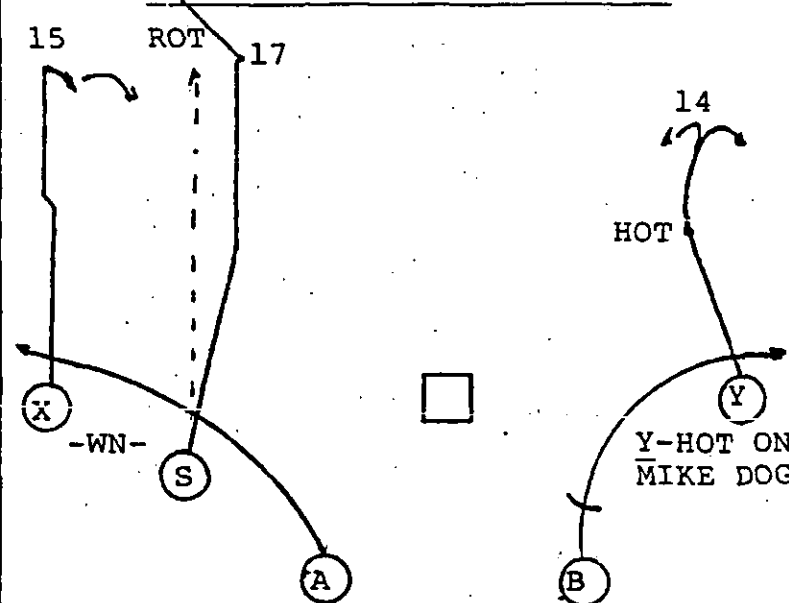
DIVIDE 83 WHEEL SLOT CORNER



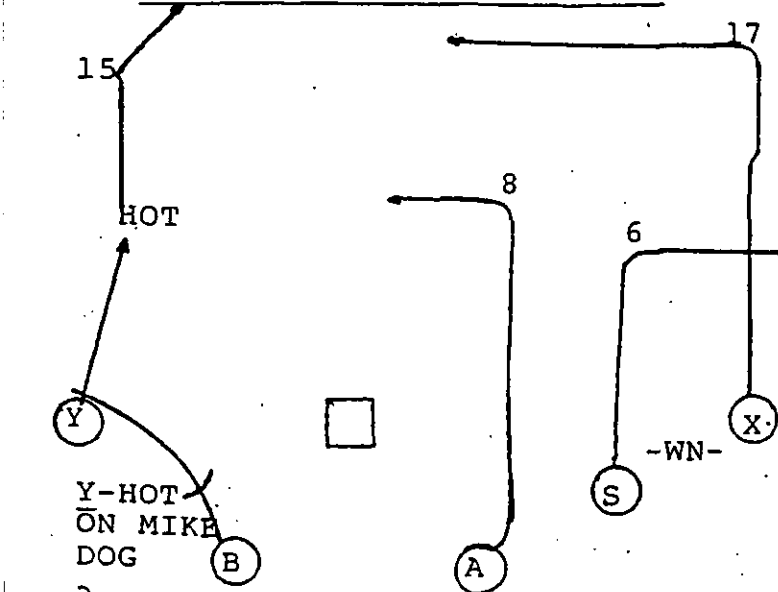
DIVIDE 94 FLAT SLOT CORNER



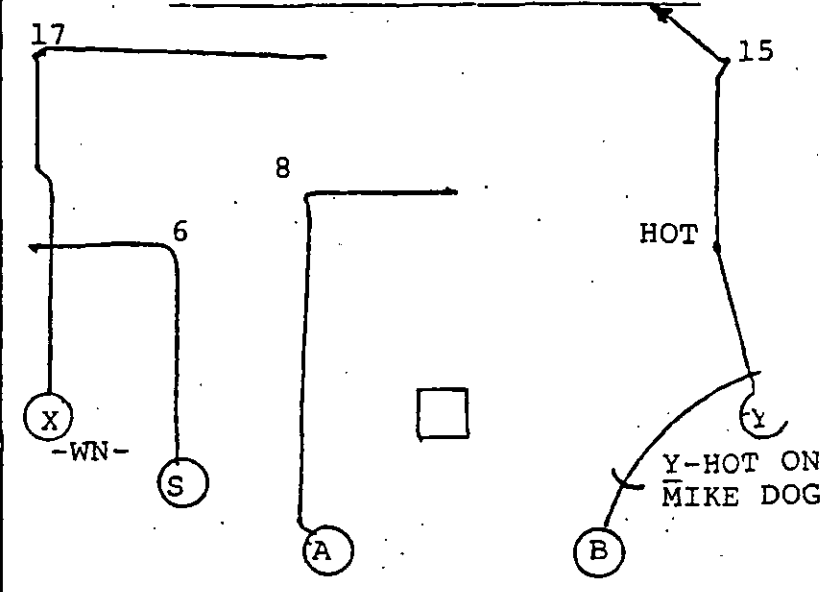
DIVIDE 84 FLAT SLOT CORNER



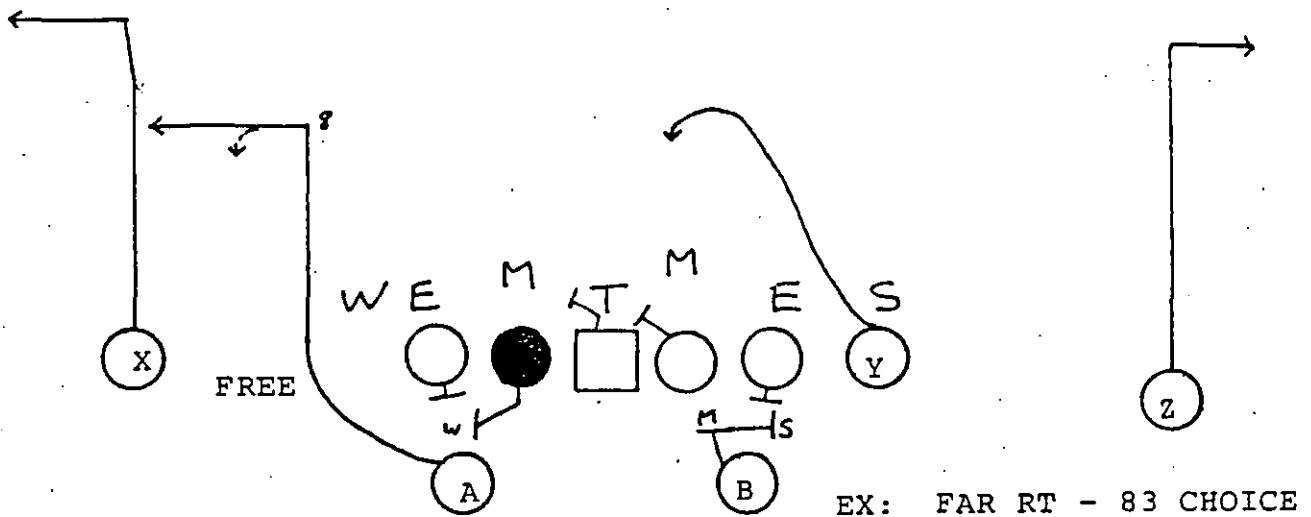
DIVIDE 96 CROSS SLOT SHORT



DIVIDE 86 CROSS SLOT SHORT



80-90 (HUDDLE CALL)



80's - 90's (HUDDLE CALL)

NOTE: USED VS. 3-4 ONLY

Are weakside or openside (Slot Formation) combination passes 0 thru 9 involving "X" and "A", and called variations to "Z" or "SLOT". They can be run from any formation including Double, and are regarded as a weakside pass attack. The "B" Back (strongside Back) NEVER has a pass route and is ALWAYS responsible for 2 linebackers, Mike to Sam, no "dog", help on designated lineman. The "A" Back (weakside Back) has no "dog" responsibility and is out on a CALLED route (FREE). The Line will use SLIDE protection with the uncovered Lineman (Onside Guard) responsible for weak linebacker "dog" (Will). The Onside Guard (Left-Right) and the direction of the SLIDE will be CALLED by the 80 (90). 80 Left - 90 Right.

"X" - Run Pattern Route

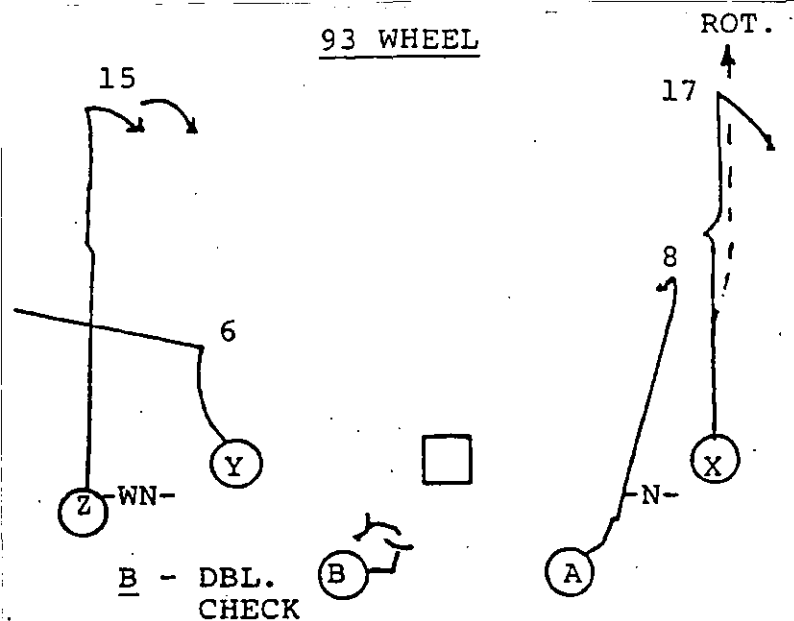
"Y" - Run Pattern Route

"Z" (SLOT) - Run Pattern Route or called variation.

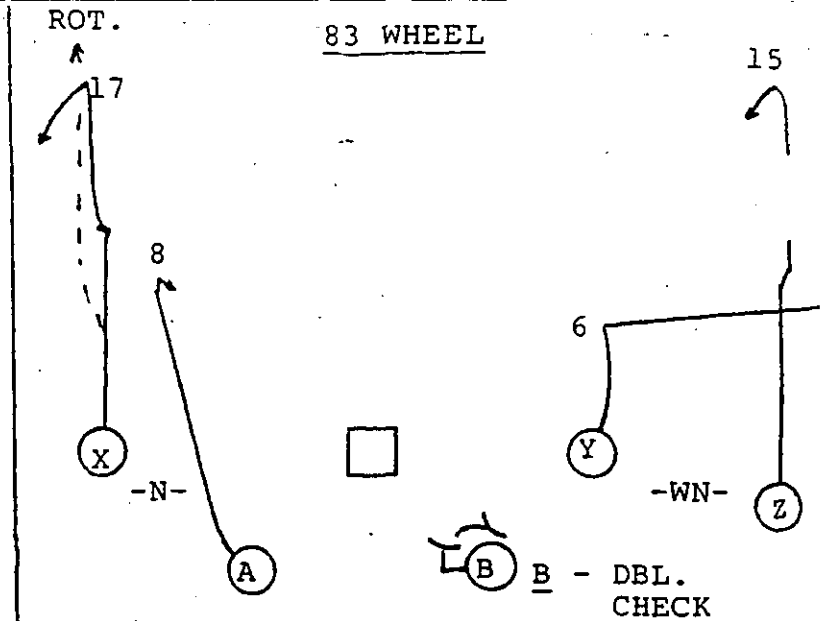
"A" - Run Called Route (FREE)

"B" - Check Mike to Sam, no "dog", help on designated lineman.

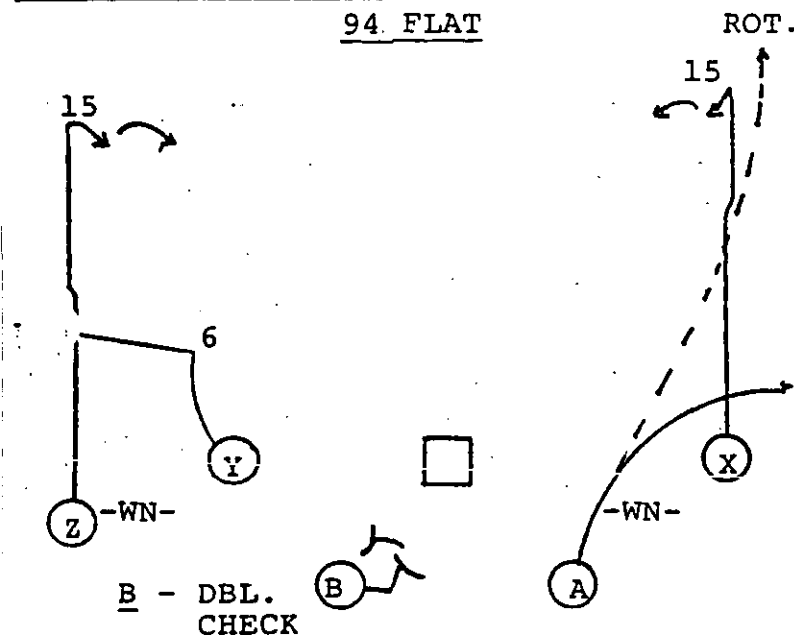
93 WHEEL



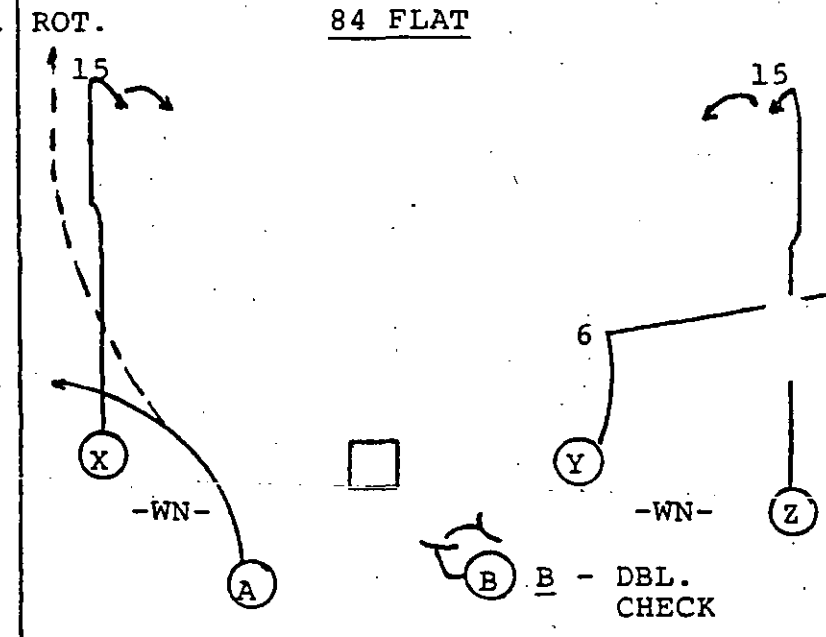
83 WHEEL



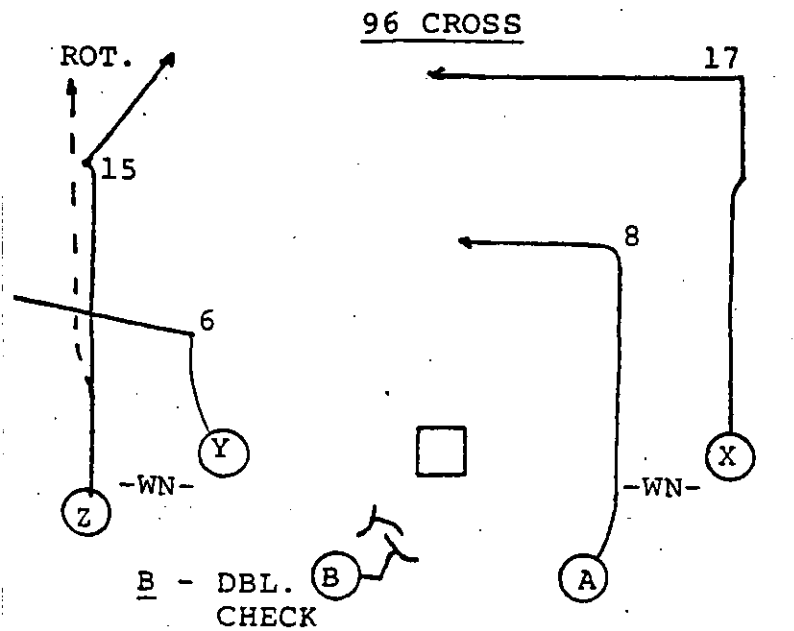
94 FLAT



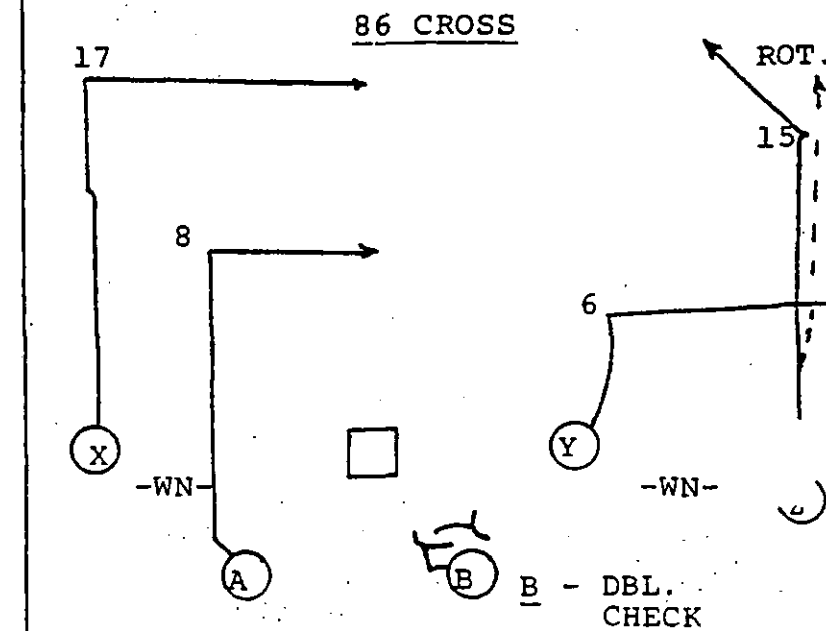
84 FLAT

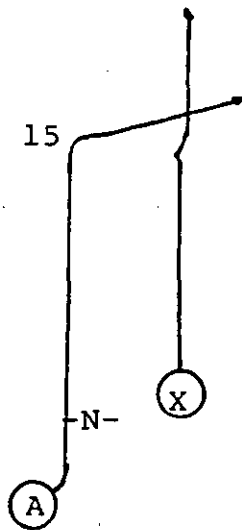
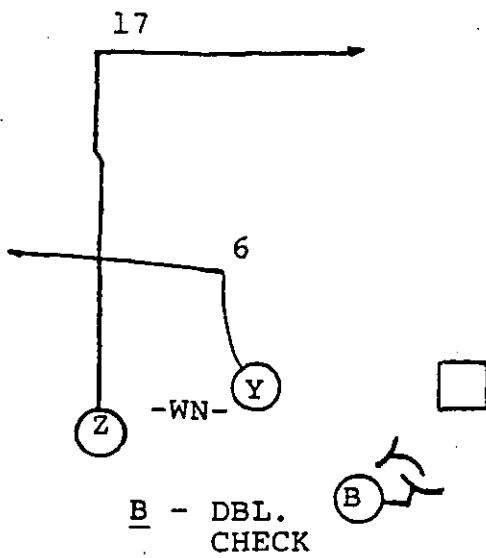
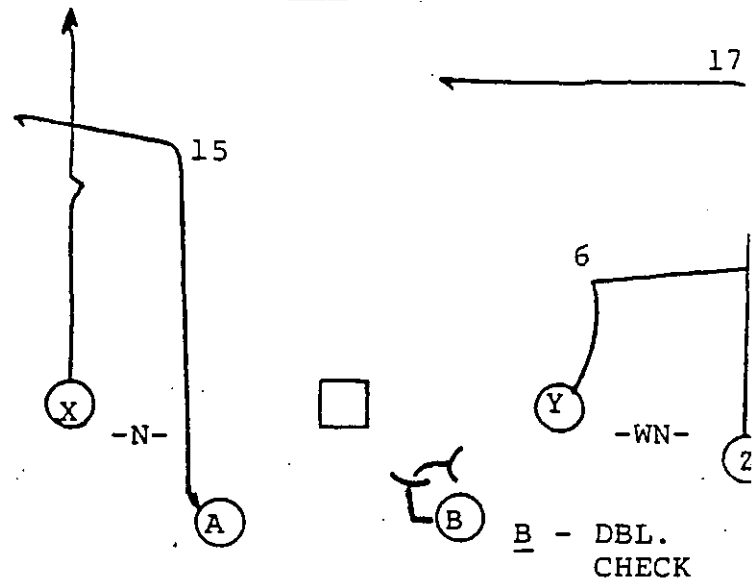
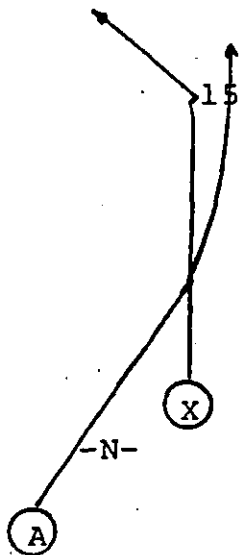
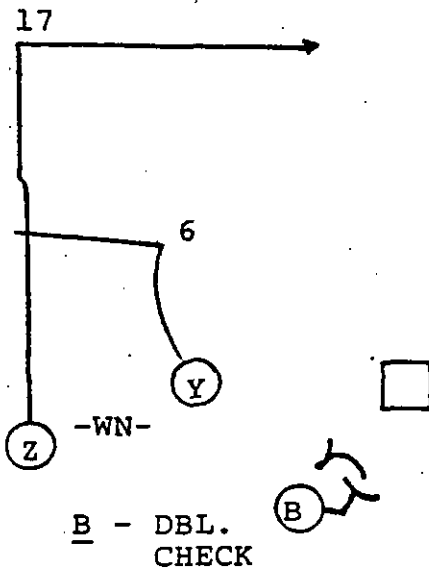
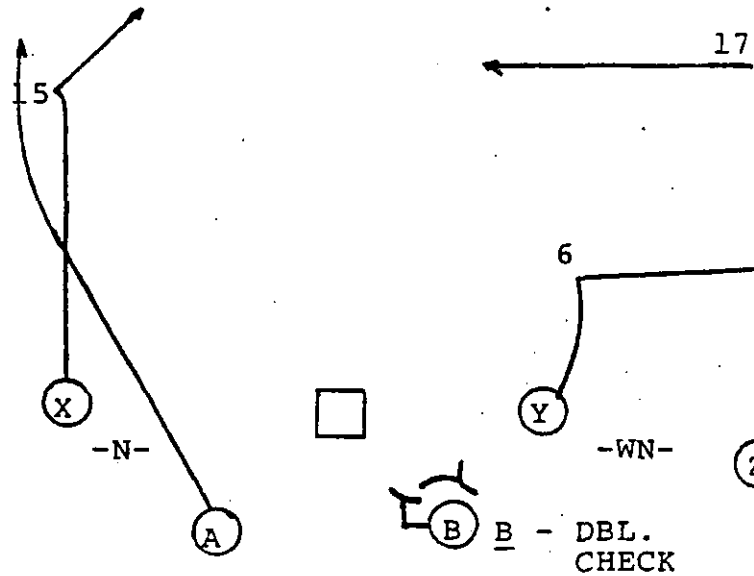
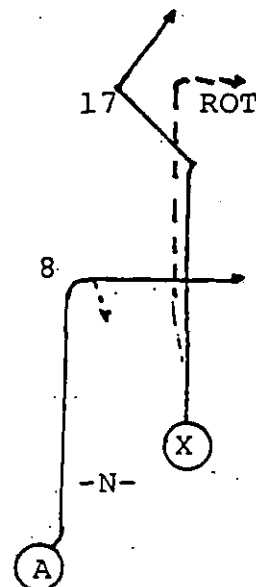
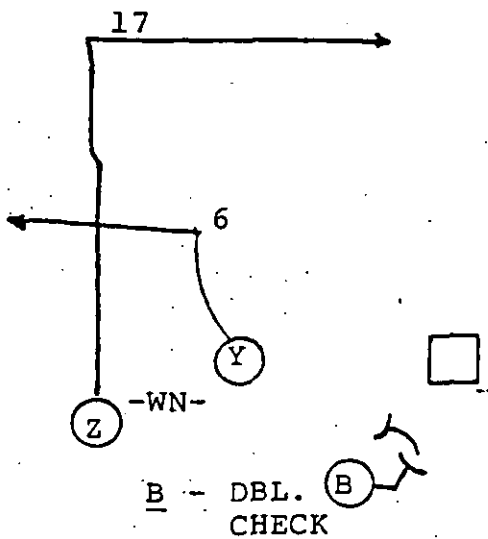
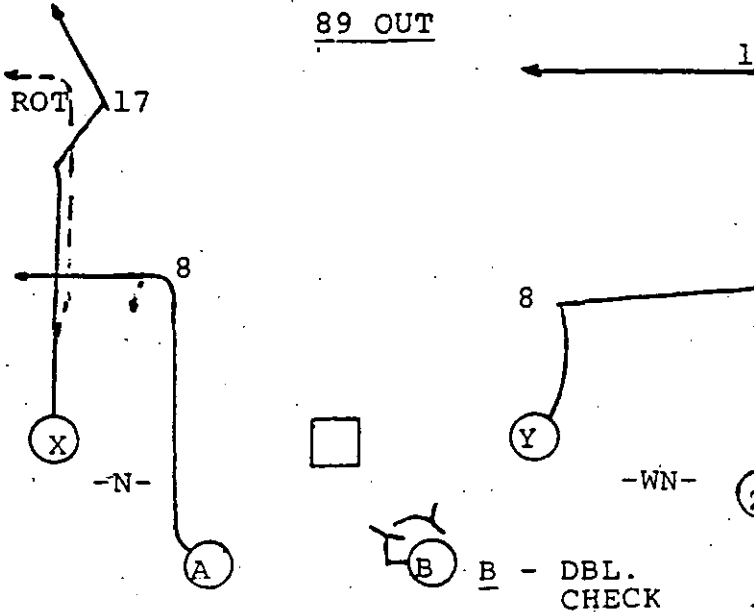


96 CROSS

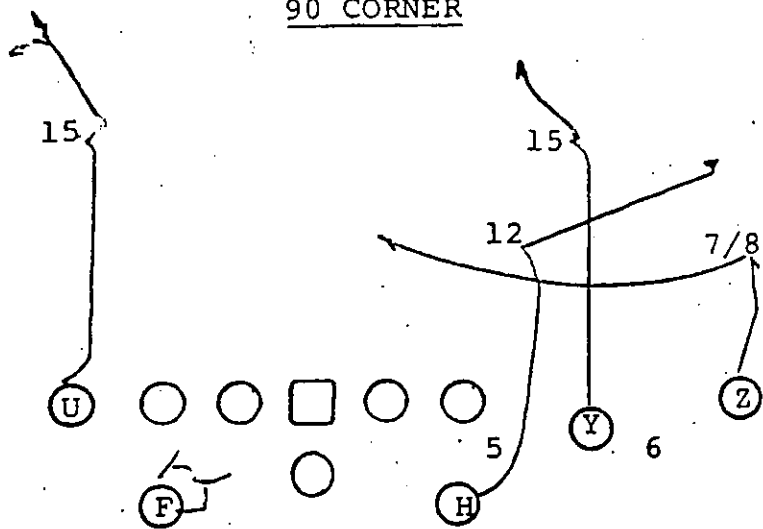


86 CROSS

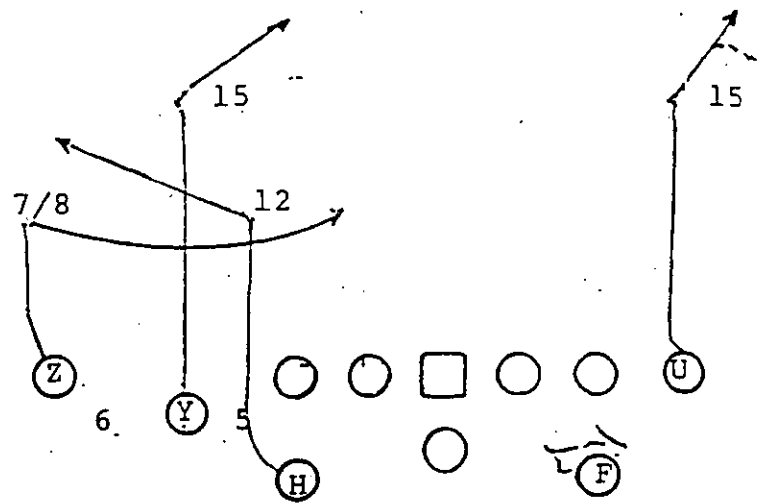


97 CORNER87 CORNER98 FLY OUTSIDE88 FLY OUTSIDE99 OUT89 OUT

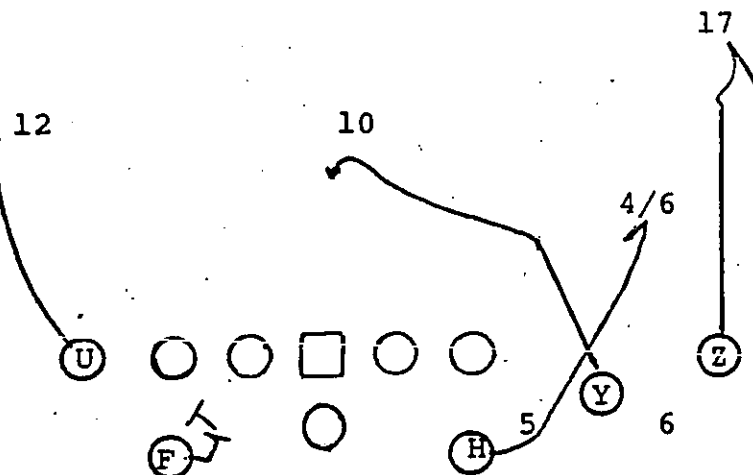
90 CORNER



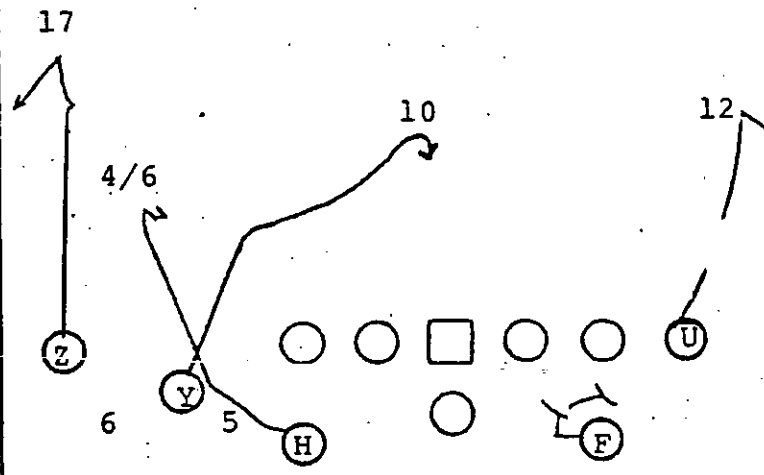
80 CORNER



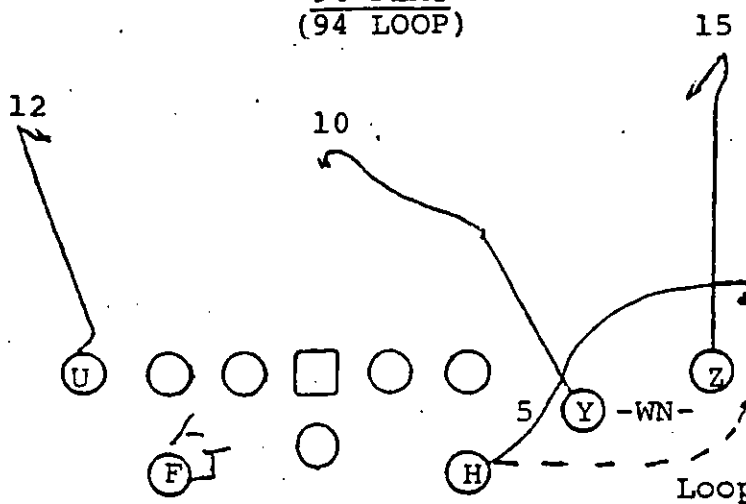
93 WHEEL



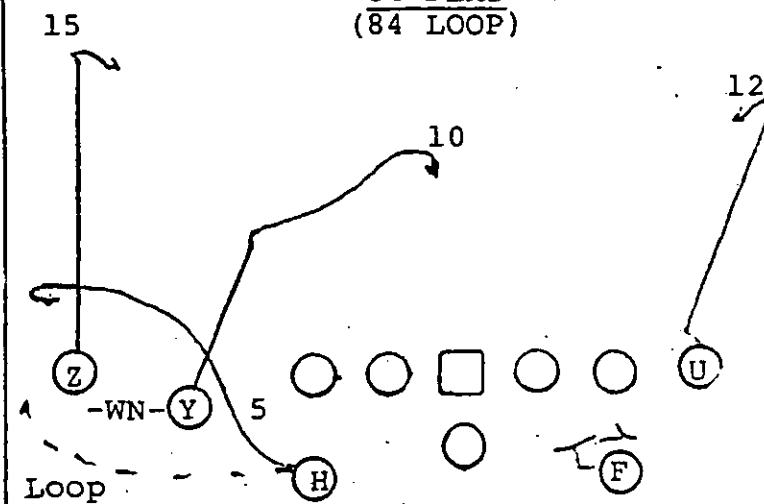
83 WHEEL



94 FLAT
(94 LOOP)

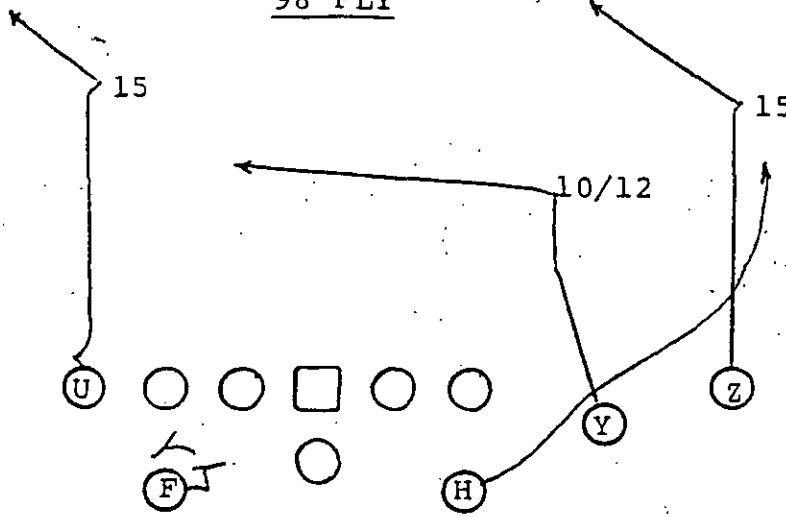


84 FLAT
(84 LOOP)

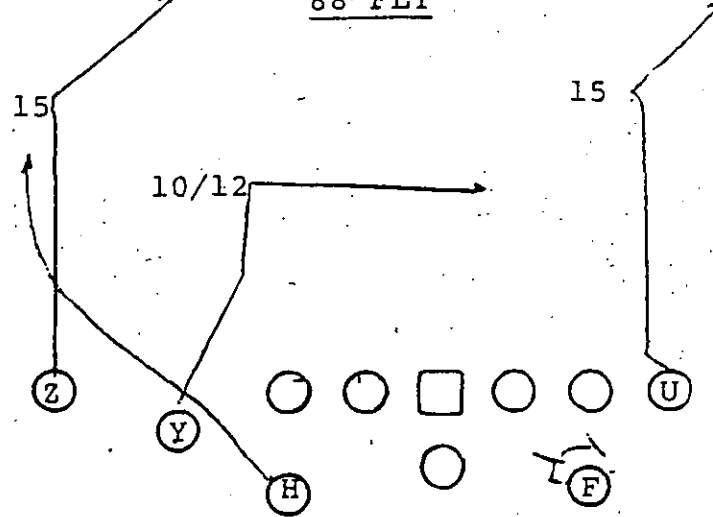


90/80's SLOT (OPEN)

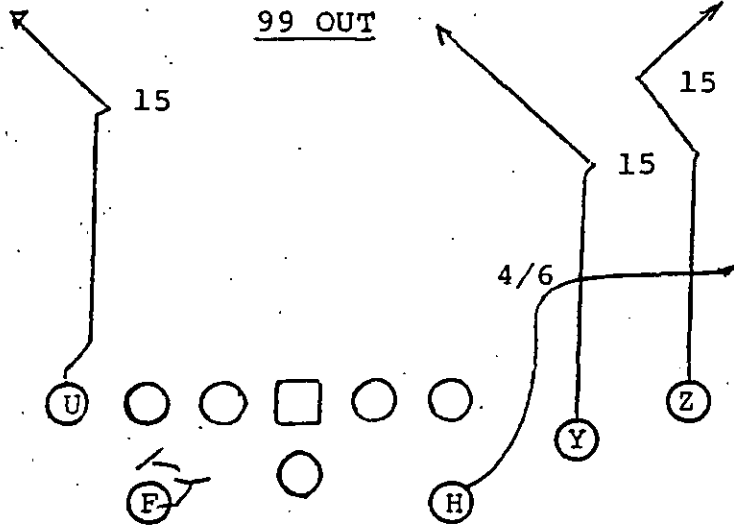
98 FLY



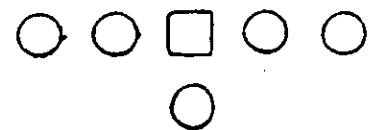
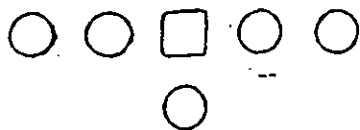
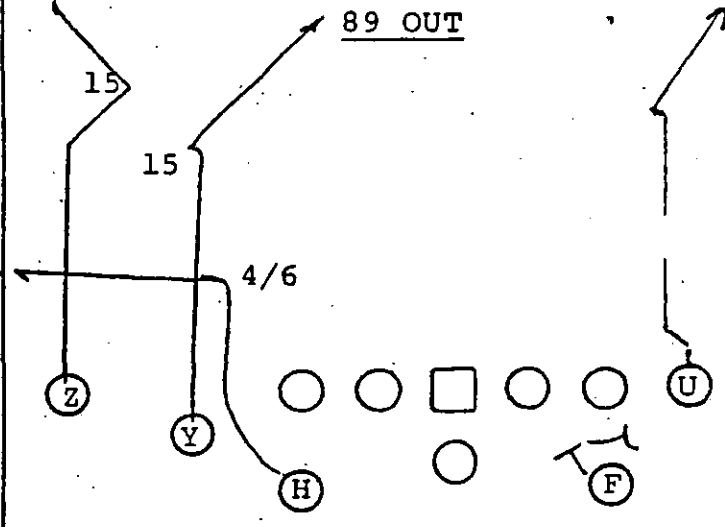
88 FLY



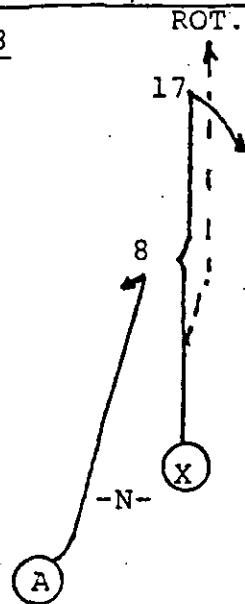
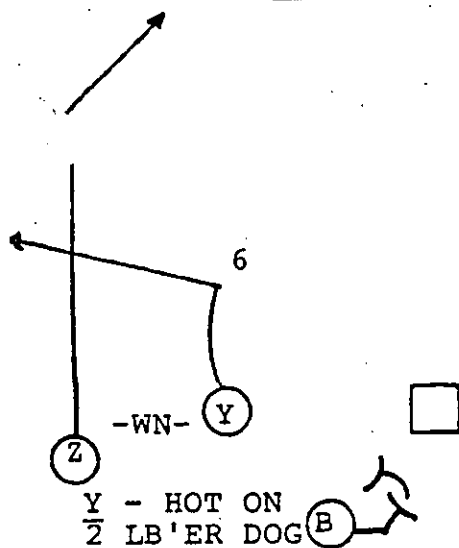
99 OUT



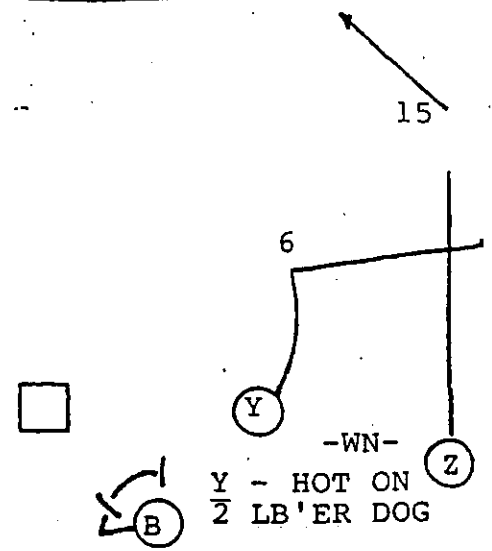
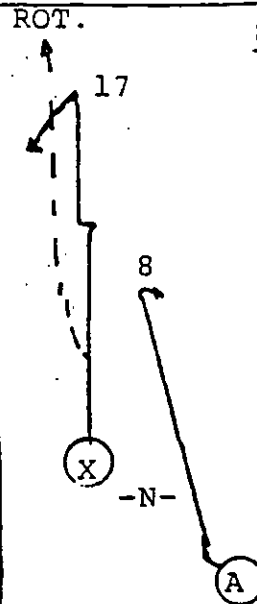
89 OUT



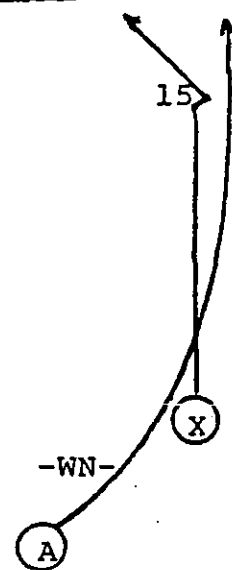
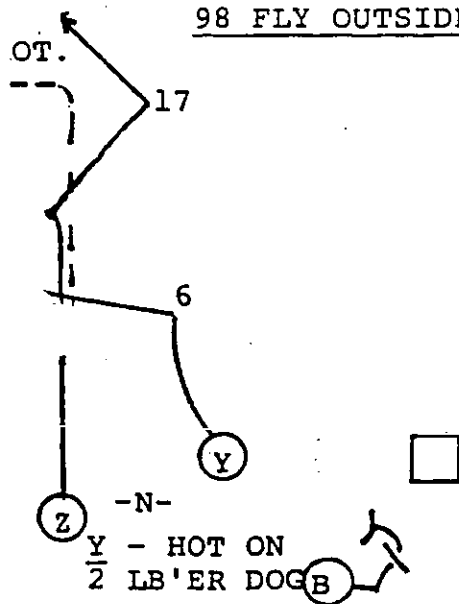
93 WHEEL - P-8



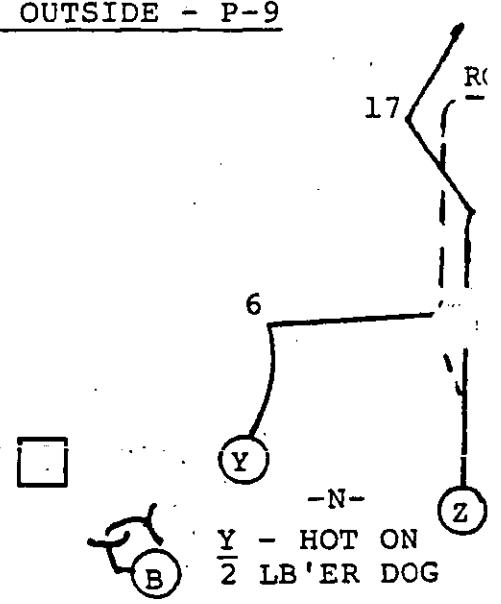
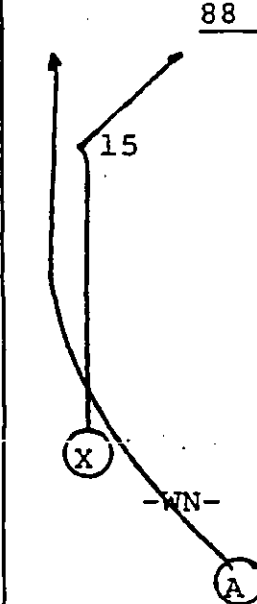
83 WHEEL - P-8



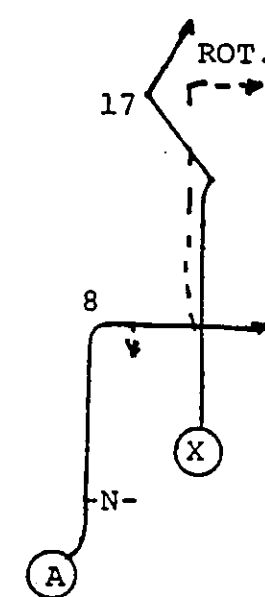
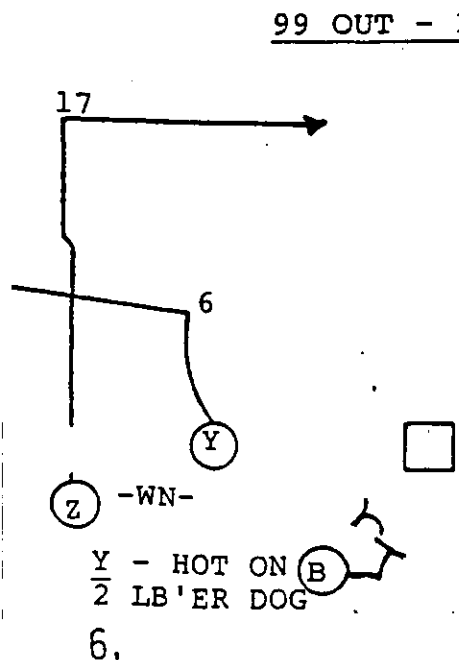
98 FLY OUTSIDE - P-9



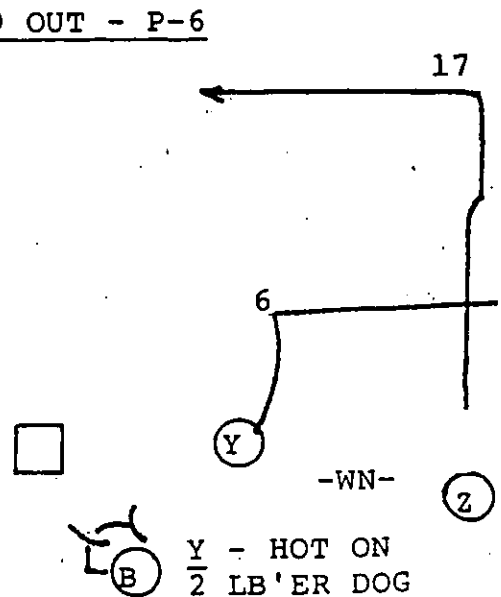
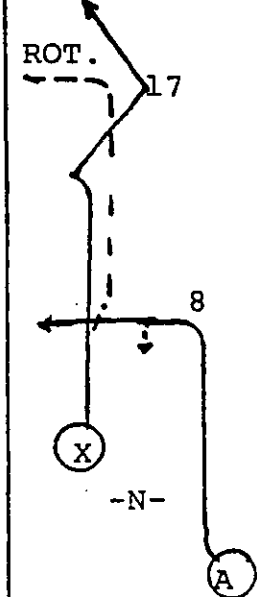
88 FLY OUTSIDE - P-9



99 OUT - P-6



89 OUT - P-6

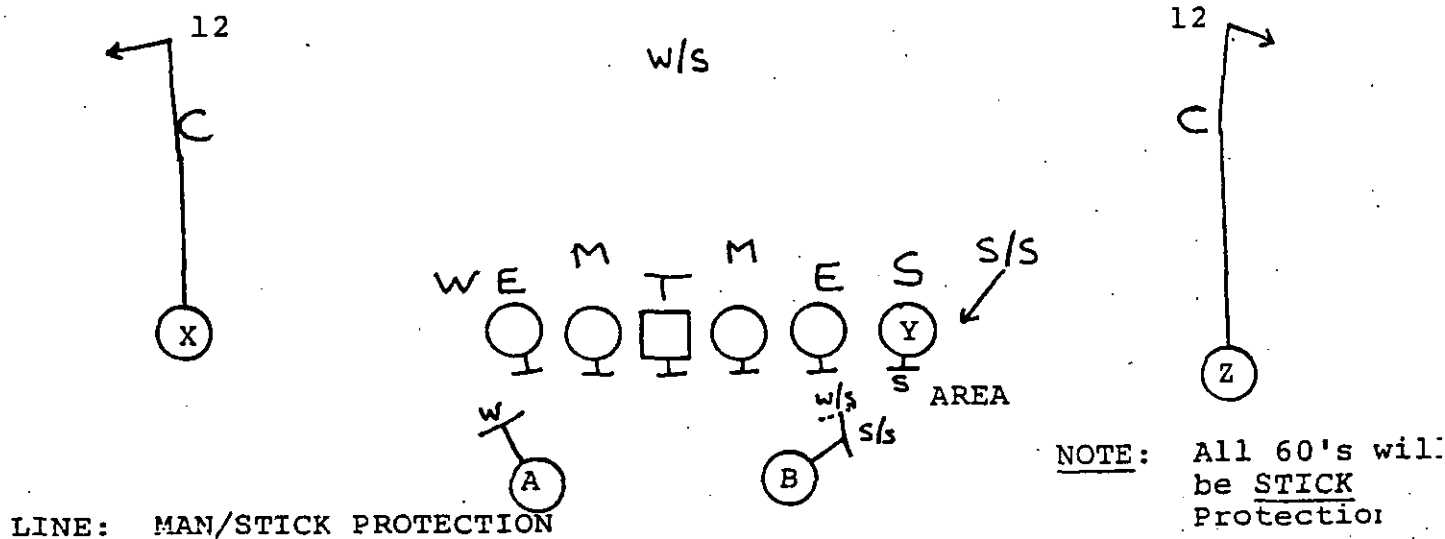


60'S (63 thru 69) SAFETY BLITZ AUDIBLE

Audible pass protection used to recognize and block a Safety Blitz, Strong or Weak Safety. The "B" Back (strongside Back) is responsible for strong or weak Safety. 63 thru 69 alerts "B" Back to check Strong Safety first. Always check both Safeties (Strong Safety to Weak Safety). The "A" Back (weakside Back) is responsible for weakside linebacker (Will). The Line will use MAN/STICK protection, with the Tight End (Y) responsible for strongside linebacker (Sam) and will AREA with offensive Tackle.

EX: "2 - 63" ... "2 - 63"

NOTE: 61/62 - QUICK PASSING
(Not Blitz Audible)

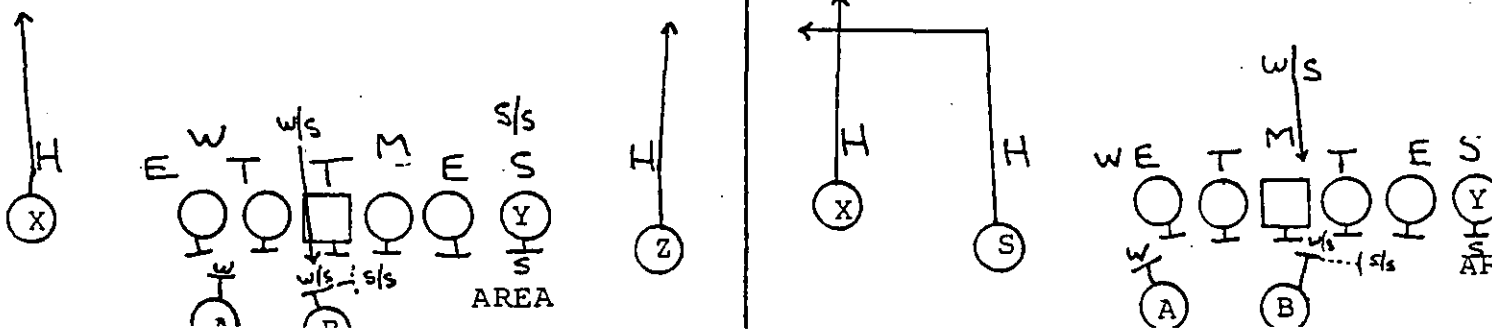


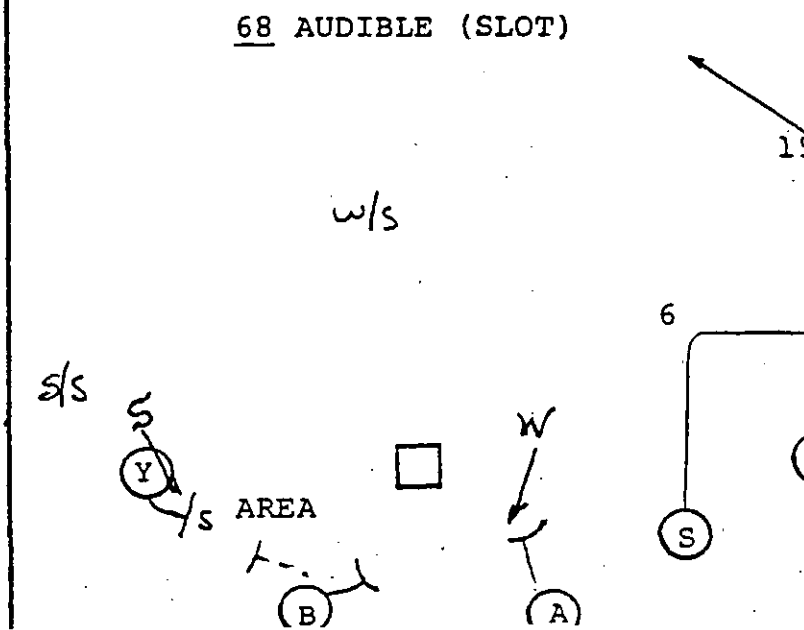
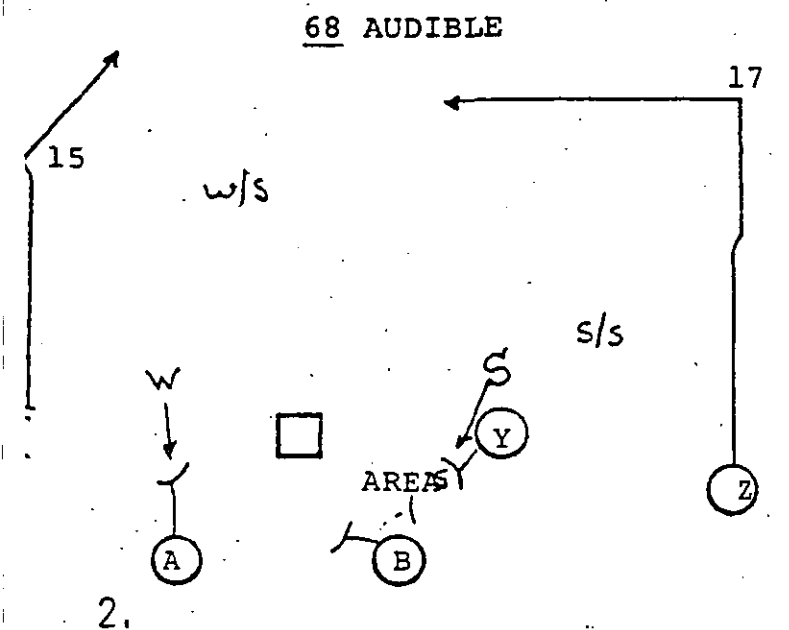
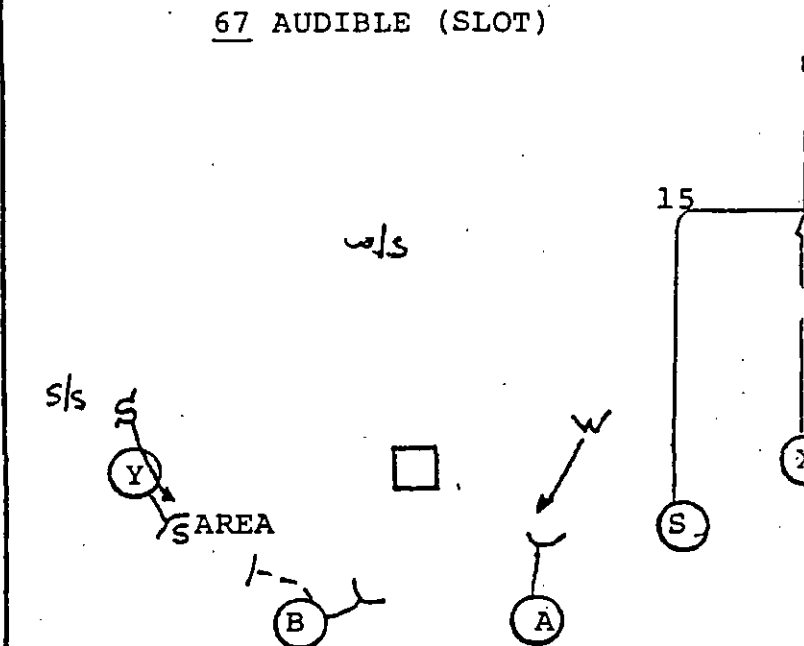
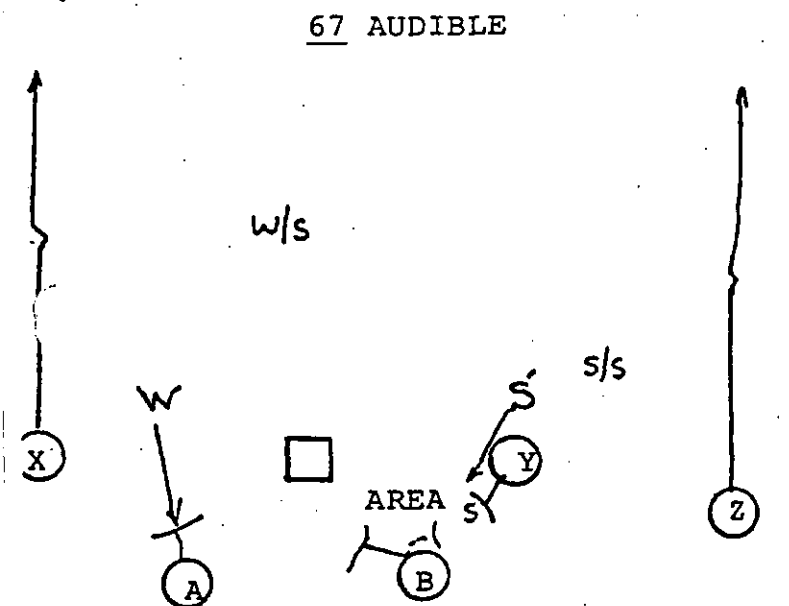
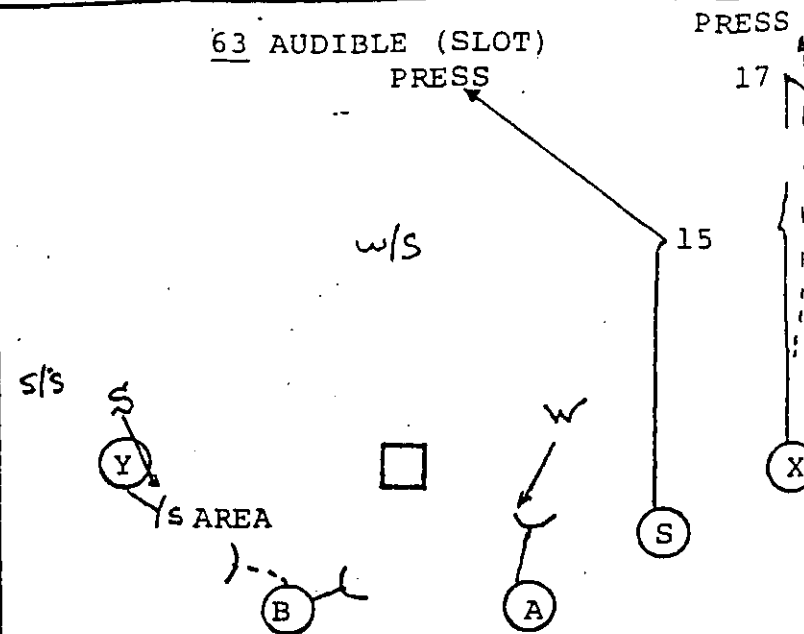
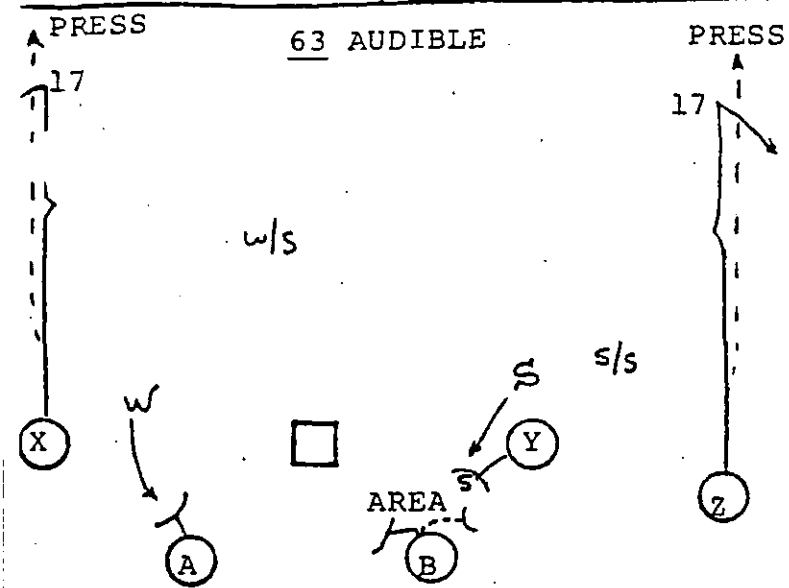
RED 60's (63 thru 69)

All responsibilities remain the same except for "B" (strongside Back). "RED" alerts strongside Back (B) to check Weak Safety first. Always check both Safeties (Weak Safety to Strong Safety).

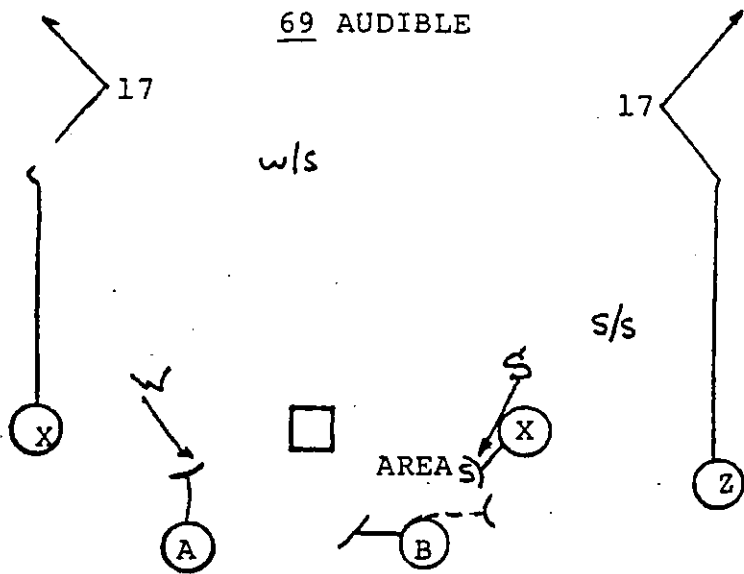
EX: 1 - "RED 67" ... 1 - "RED 67"

NOTE: Backs shift to FAR Formation if W/S is weakside.

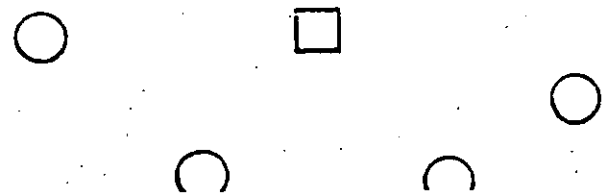
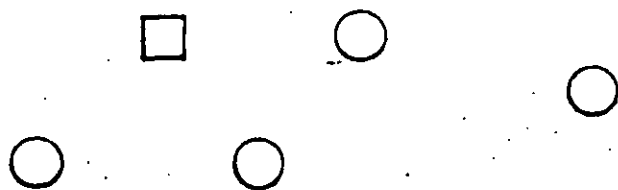
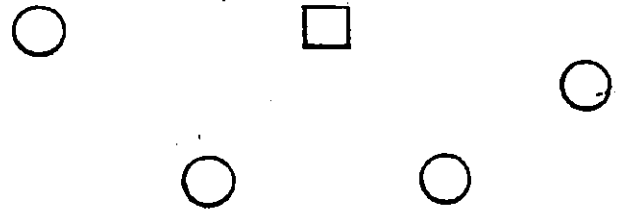
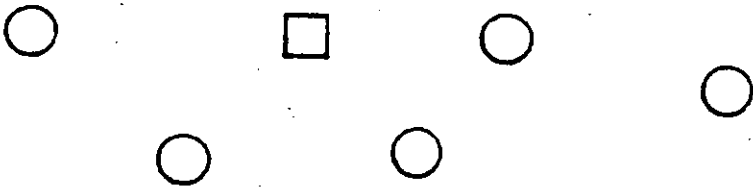
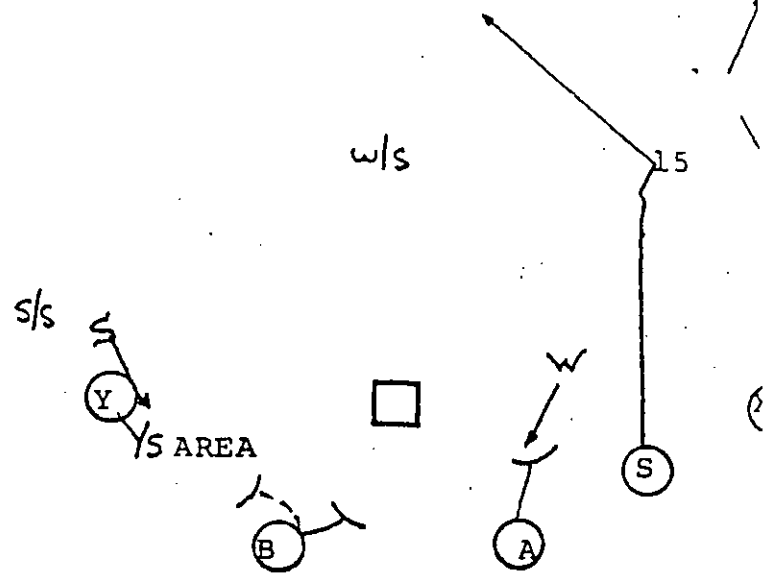




69 AUDIBLE

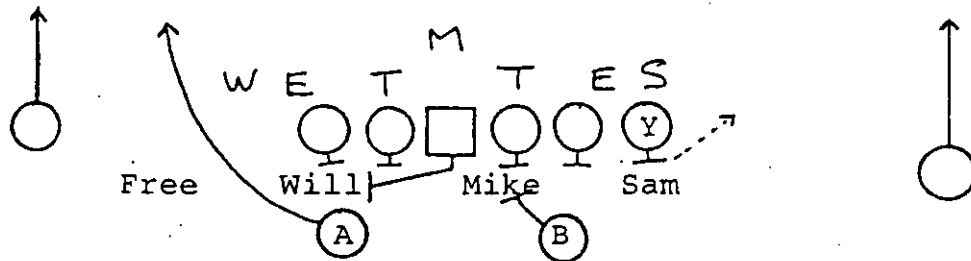


69 AUDIBLE (SLOT)



WEAKSIDE OR OPENSIDE AUDIBLES (80-90's)

WEAKSIDE AUDIBLE VS. 4 MAN RUSH



Audible Pass Protection used from Regular or Slot Formation to take advantage of a defensive coverage or alignment. It is regarded as a weakside pass audible. The "B" Back (strongside Back) is ALWAYS responsible for a Mike "dog", no "dog", help on designated lineman. The "A" Back (weakside Back) NEVER has "dog" responsibility and is ALWAYS out on audible pattern route (FREE). "Y" is ALWAYS responsible for strong linebacker "dog" (Sam), no "dog", "SLOW" or run pattern route, by Game Plan. The line will block MAN protection with the uncovered lineman (Center or Guard) responsible for a weak linebacker dog (Will). The uncovered lineman will be called the direction to block by the 80 (90) call. 80 Left - 90 Right.

"X" - Run Audible Pattern Route.

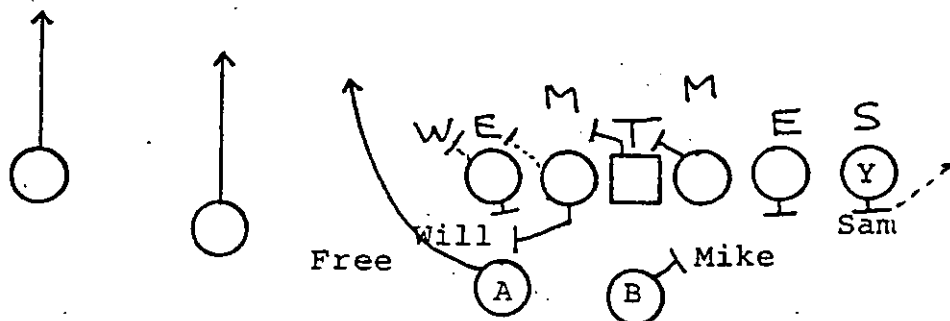
"Y" - Check Strong Linebacker "Dog", no "Dog", Slow or run Audible Pattern Route (Game Plan).

"Z" - Run Audible Pattern Route.

"A" - Run Audible Pattern Route (Free).

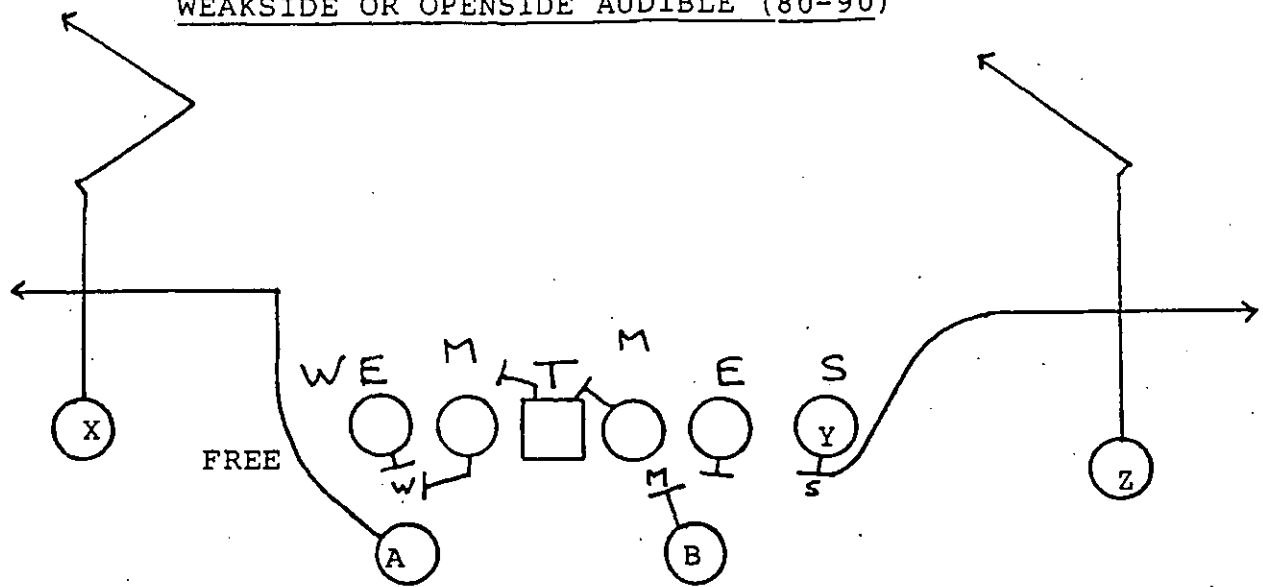
"B" - Check Mike "Dog", no "Dog", help on designated Lineman.

OPENSIDE AUDIBLE VS. 3-4 (SLOT FORMATION)



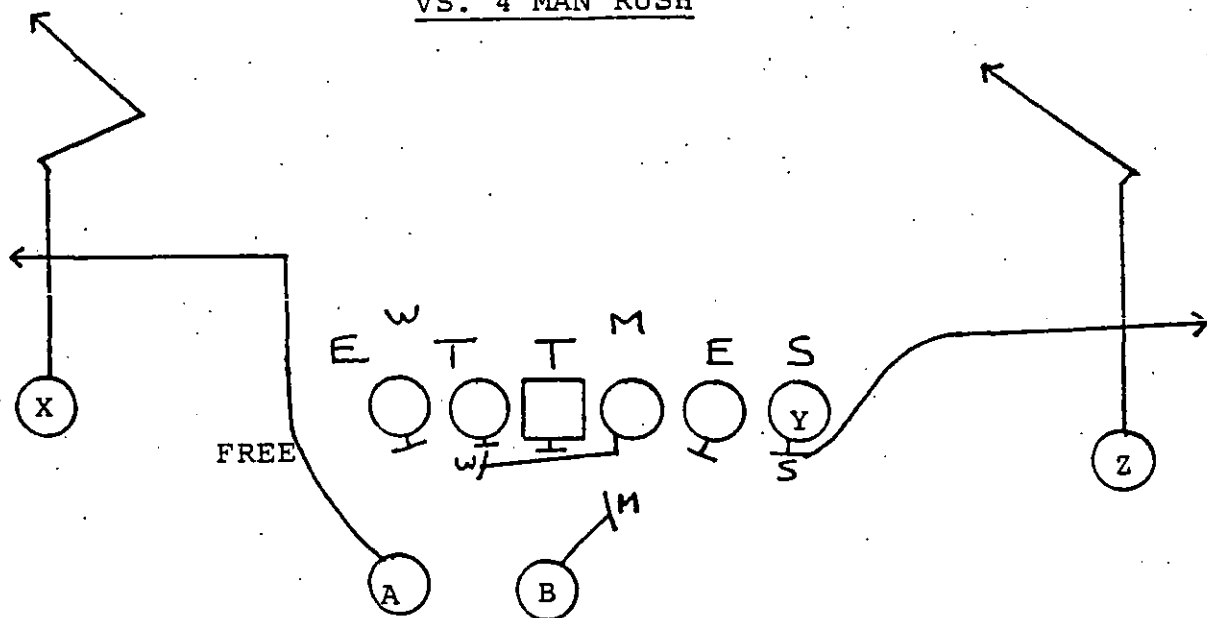
NOTE: All responsibilities remain the same as "4. Man" Rush Rules with the exception of the Line. The Line will use "SLIDE" Protection with the uncovered lineman responsible for weak linebacker "dog" (Will). The line will be called the direction to slide by the 80 (90) call. 80 Left - 90 Right.

WEAKSIDE OR OPENSIDE AUDIBLE (80-90)

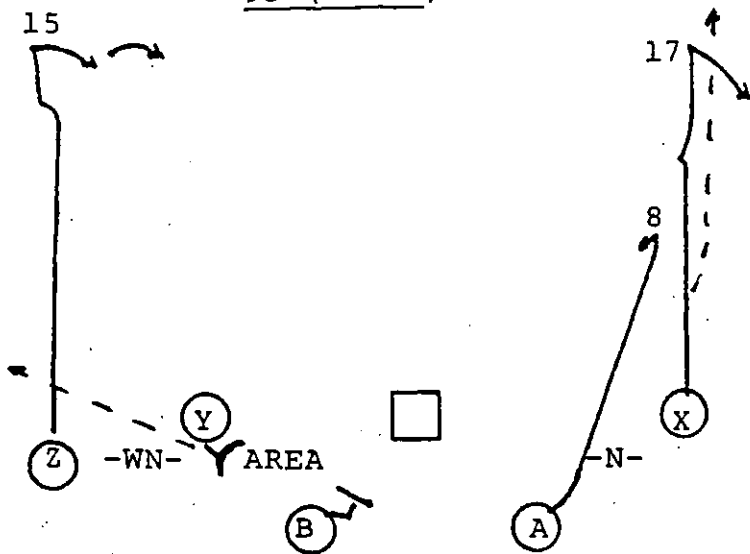


EXAMPLE: 2 - 89 ... 2 - 89

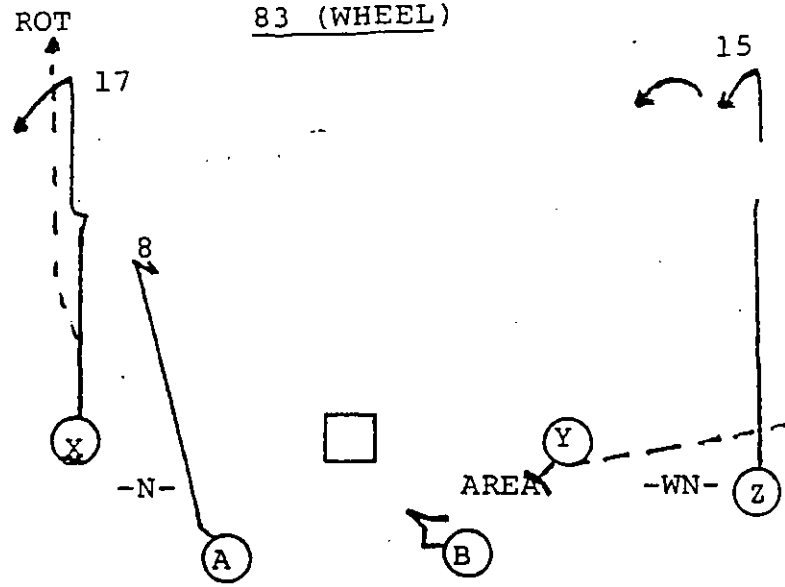
VS. 4 MAN RUSH



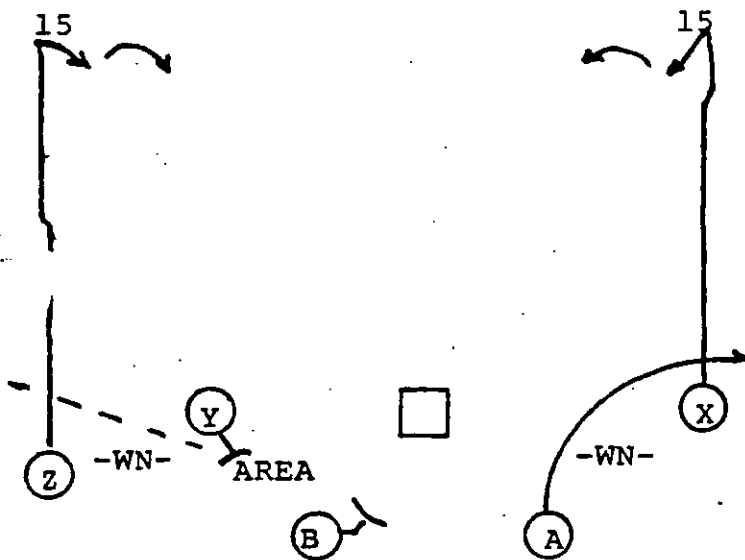
93 (WHEEL)



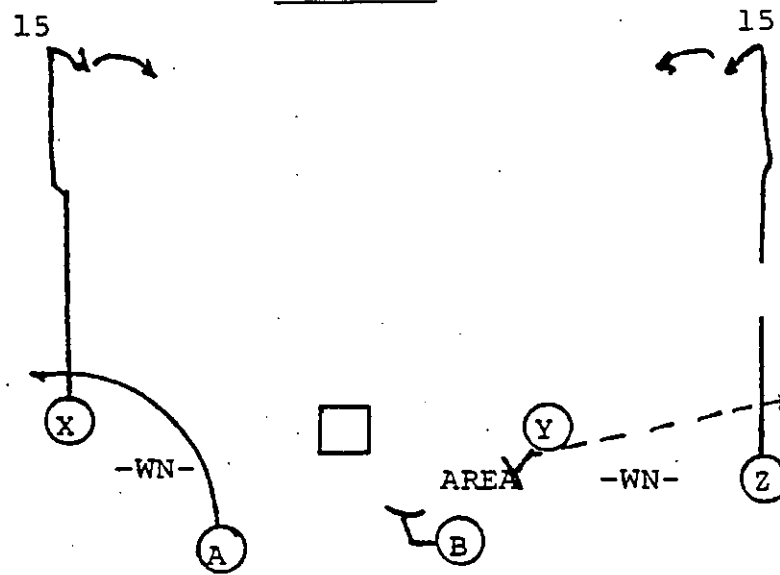
83 (WHEEL)



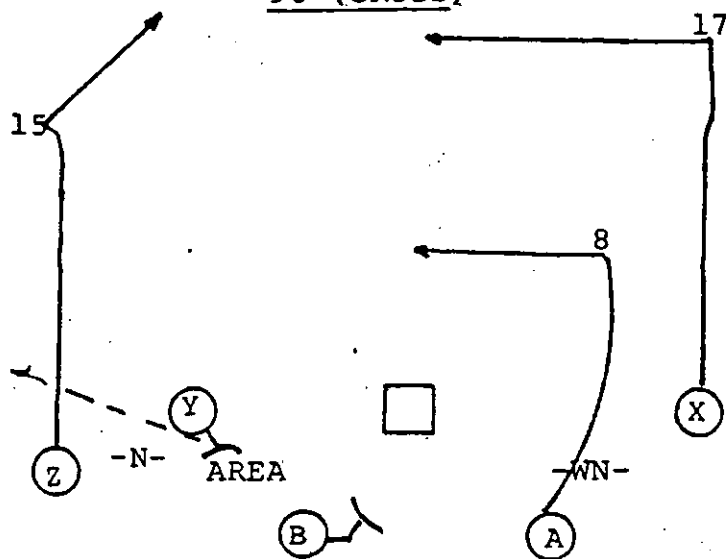
94 (FLAT)



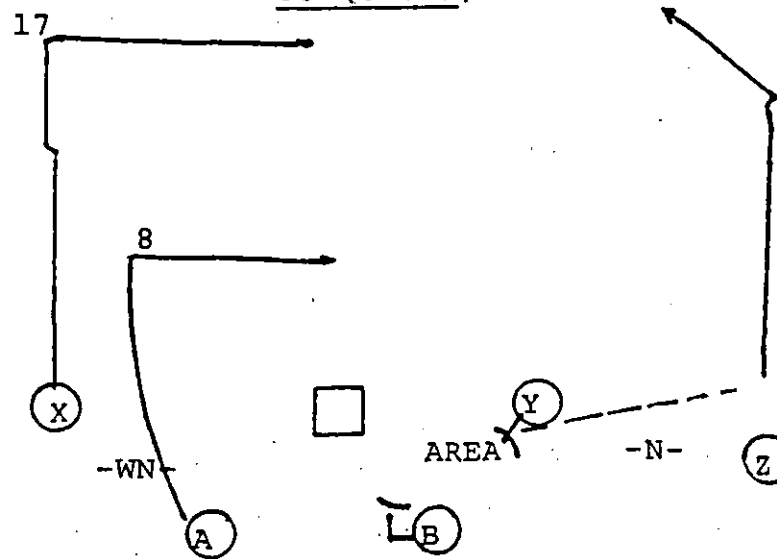
84 (FLAT)



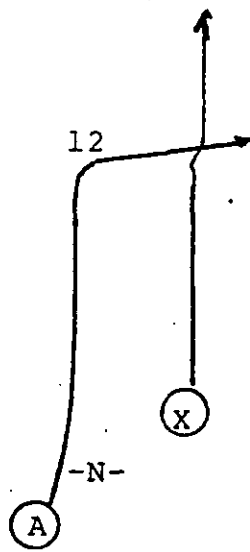
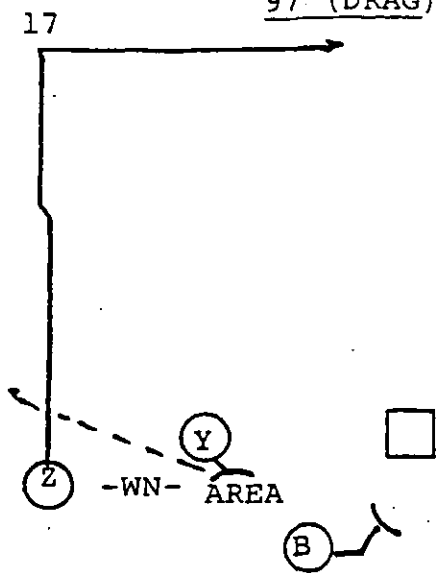
96 (CROSS)



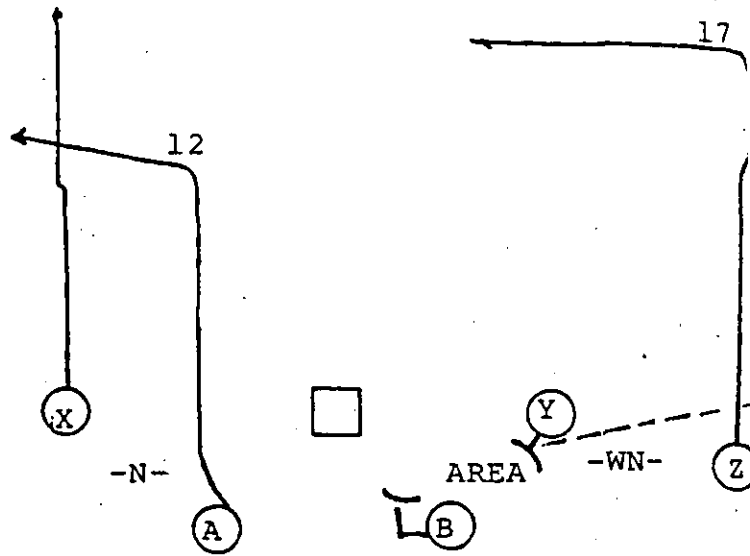
86 (CROSS)



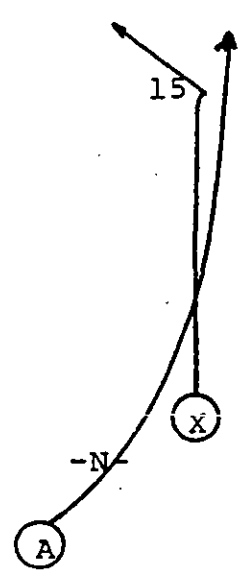
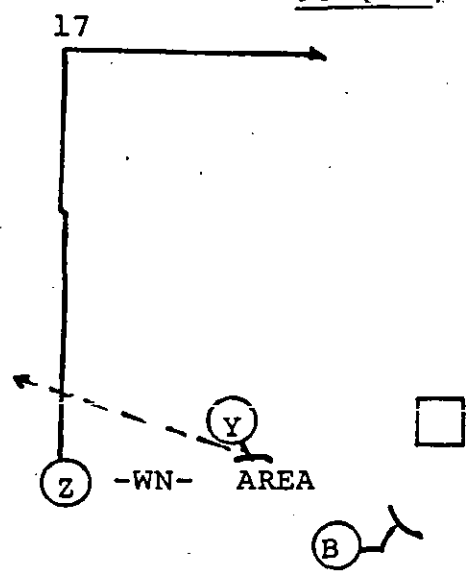
97 (DRAG)



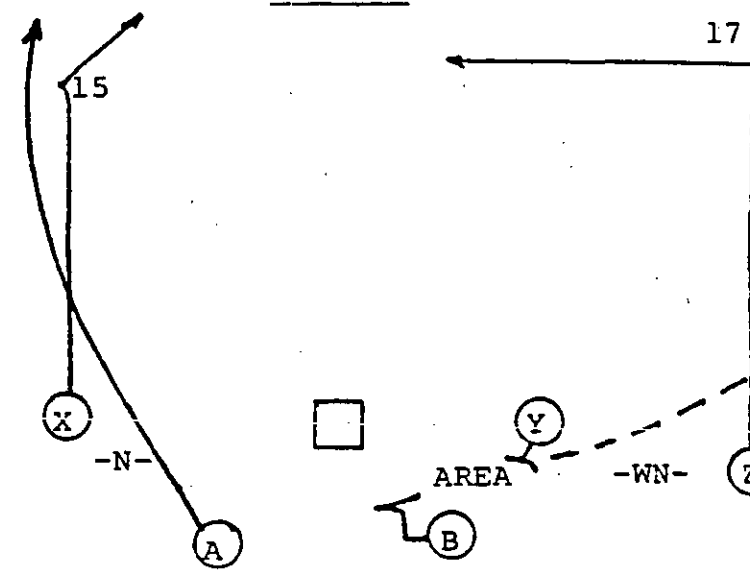
87 (DRAG)



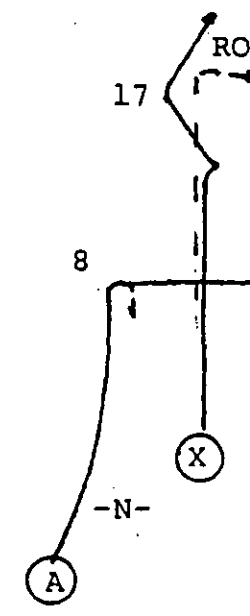
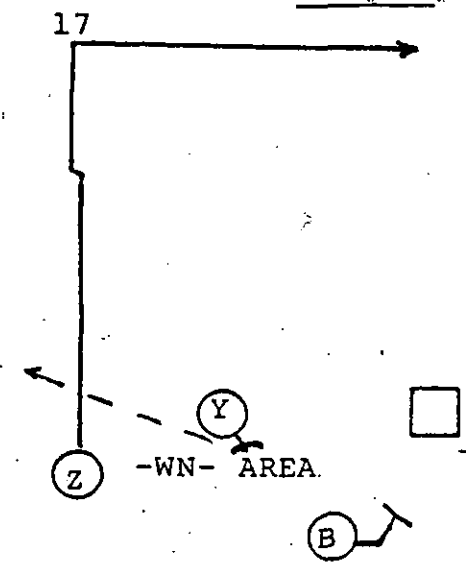
98 (FLY)



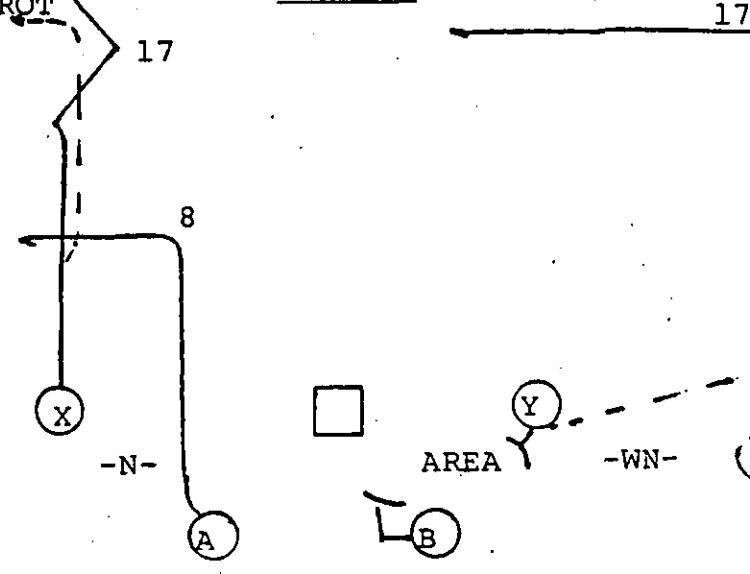
88 (FLY)



99 (OUT)

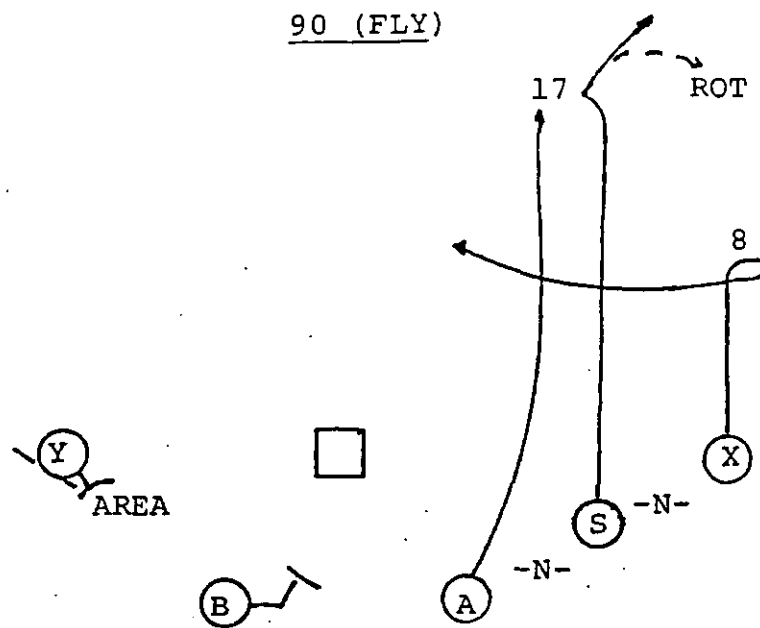


89 (OUT)

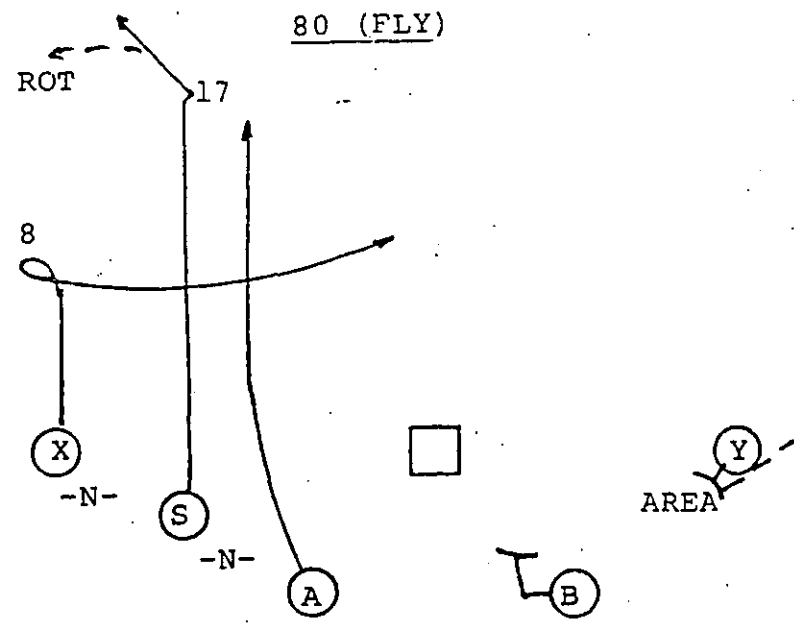


90/80 AUDIBLES (SLOT)

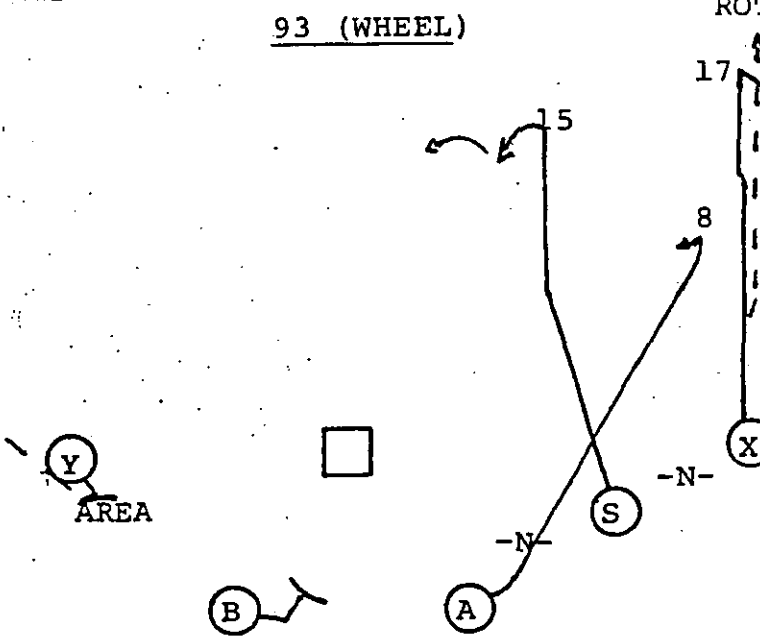
90 (FLY)



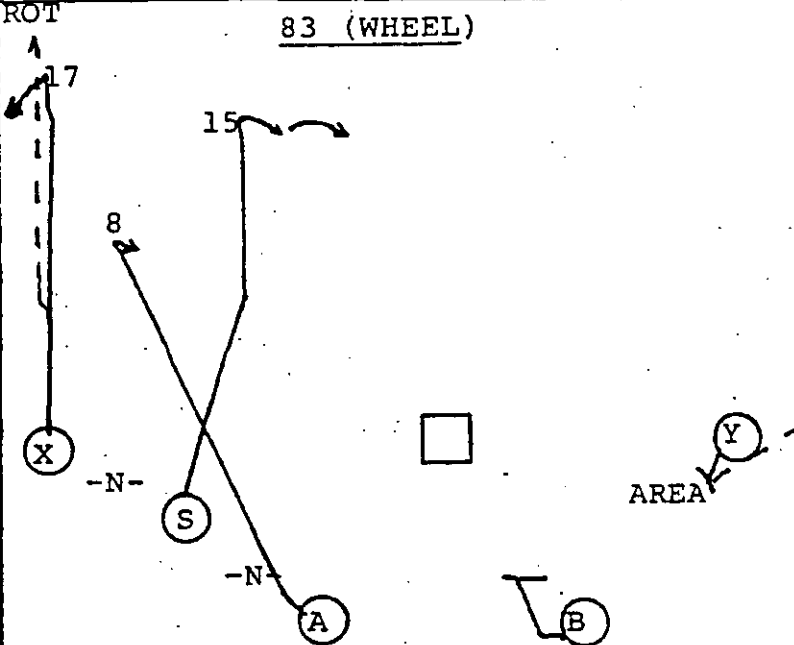
80 (FLY)



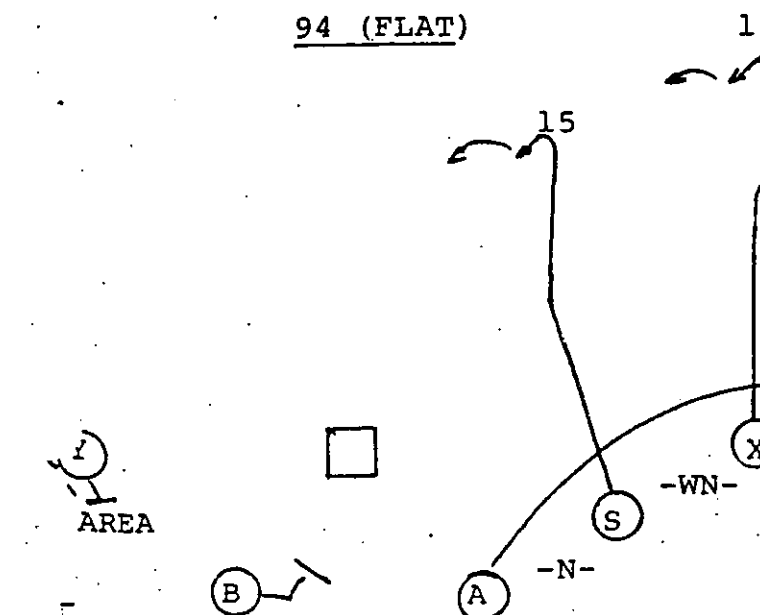
93 (WHEEL)



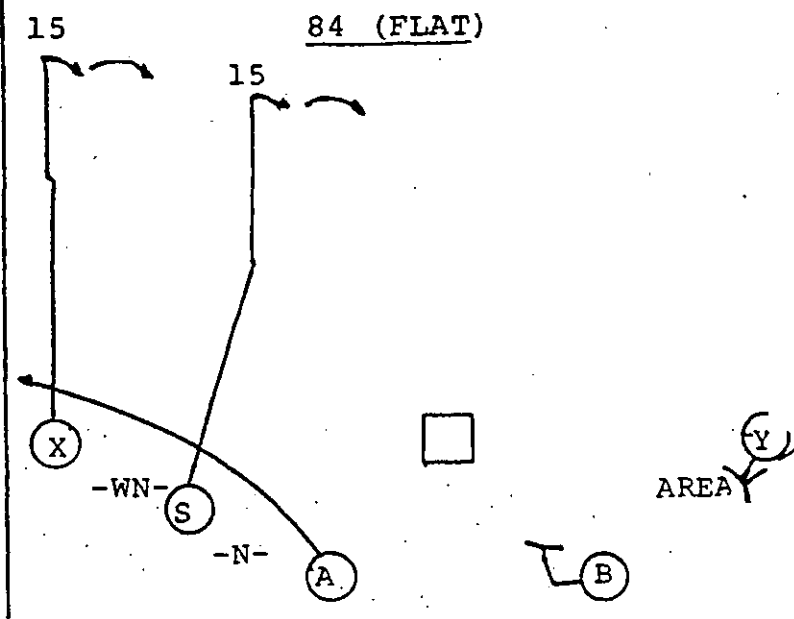
83 (WHEEL)



94 (FLAT)

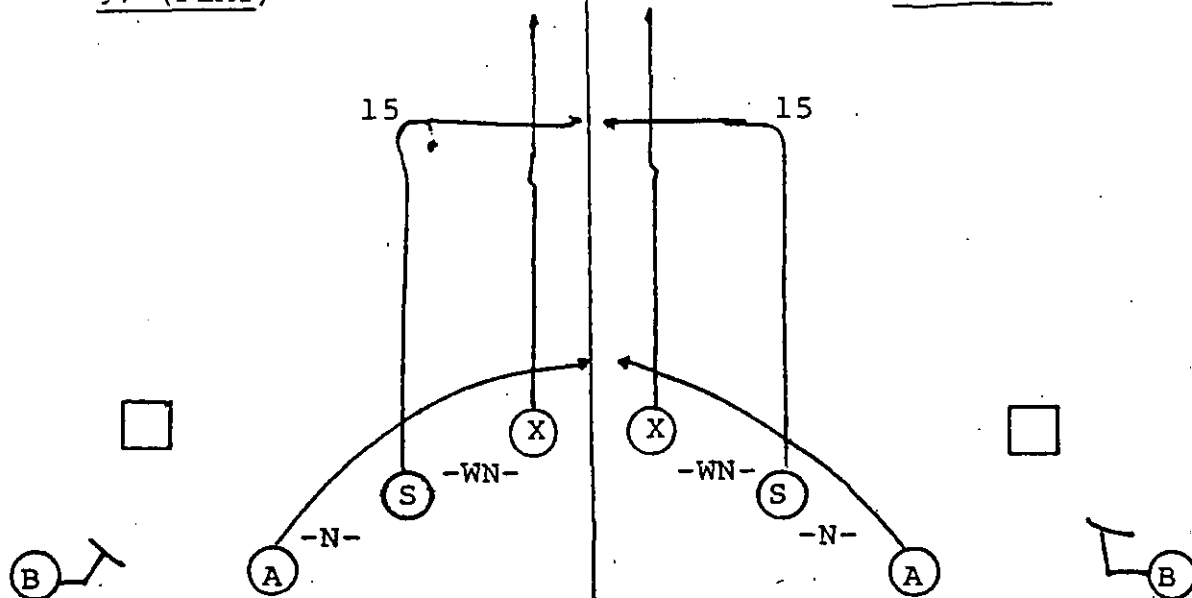


84 (FLAT)



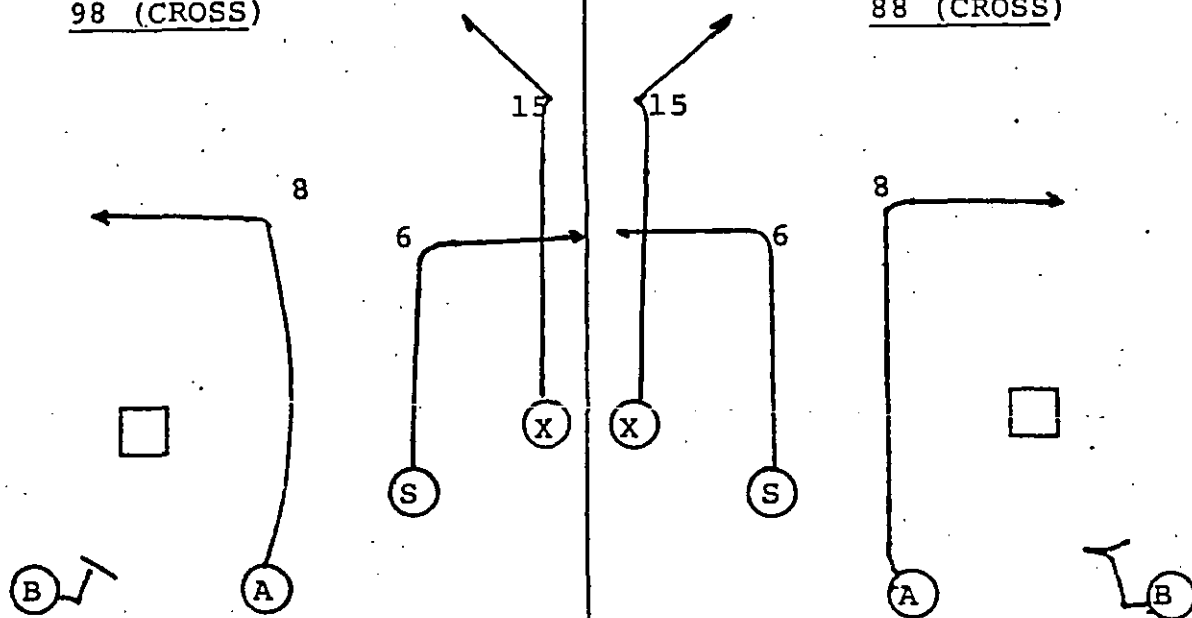
97 (FLAT)

87 (FLAT)



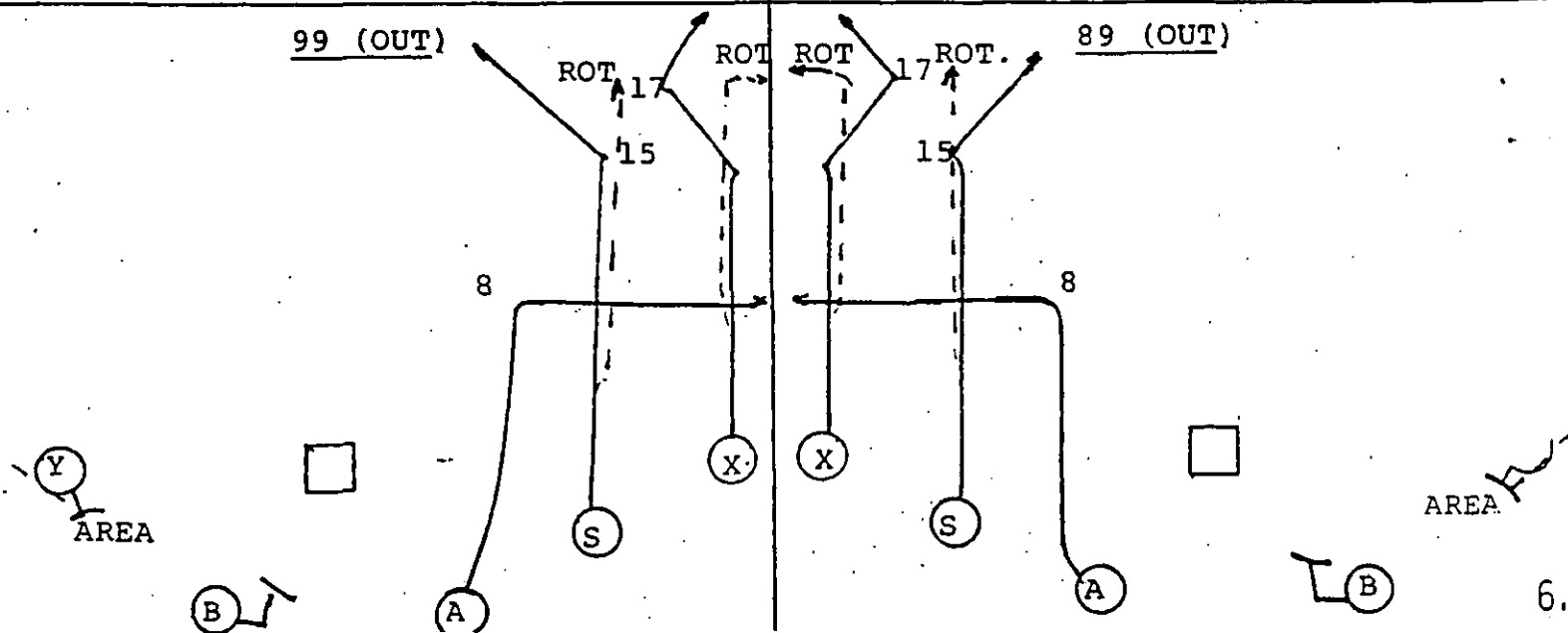
98 (CROSS)

88 (CROSS)

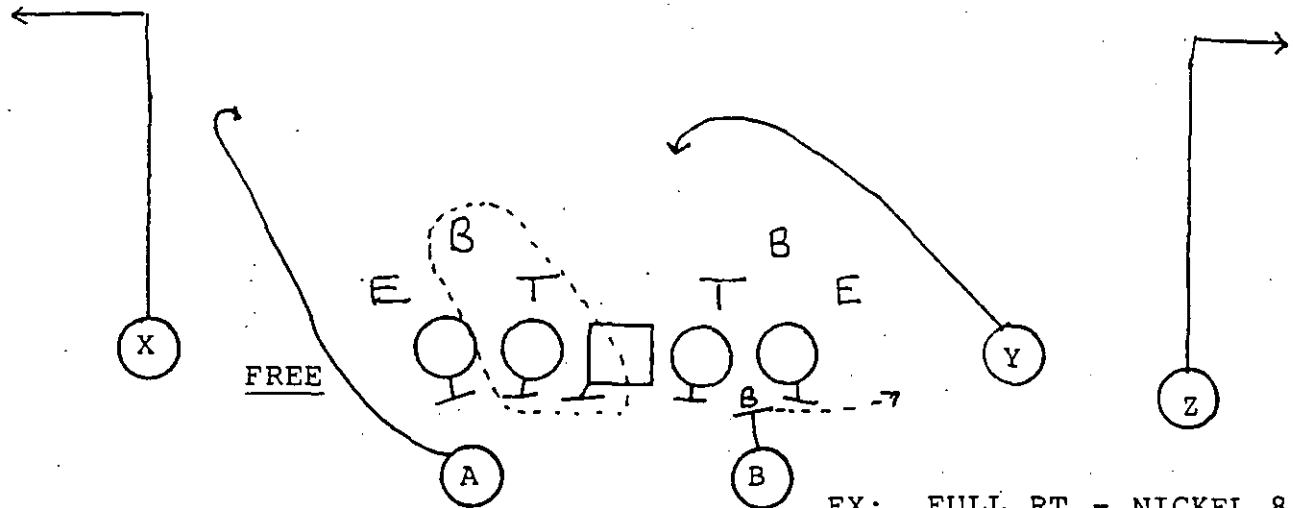


99 (OUT)

89 (OUT)



NICKEL 80-90



EX: FULL RT - NICKEL 83 WHE

NICKEL 80's and 90's

NOTE: USED VS. 4 MAN FRONT - 2 LB's

Pass protection used versus 4 man front with 2 linebackers. The term NICKE alerts offensive team of defensive alignment. The "B" Back (strongside Back) is responsible for 1st linebacker "dog" INSIDE Tight End (Y) to head up on Center. No "dog", run pattern route. The "A" Back (weakside Back) NEVER has dog responsibility and is ALWAYS out on CALLED route (FREE). The LINE will block MAN protection with the uncovered Lineman (Center or Guard) responsible for the weakside linebacker (Will). The uncovered Lineman will be called the direction to block by an 80 (90) call. 80 Left - 90 Right.

"X" - Run Pattern Route

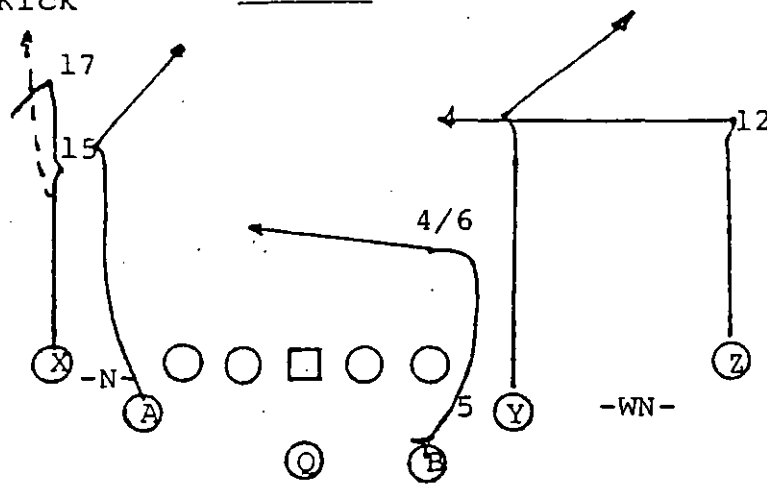
"Y" - Run Pattern Route

"Z" - Run Pattern Route or called variation (Slot)

"A" - Run Called Route (FREE)

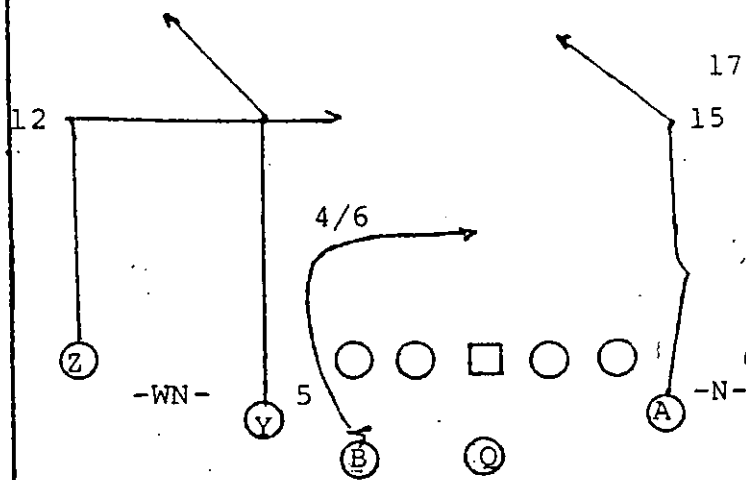
"B" - Check 1st Linebacker INSIDE Tight End (Y), no "dog", run pattern route.

85 POST

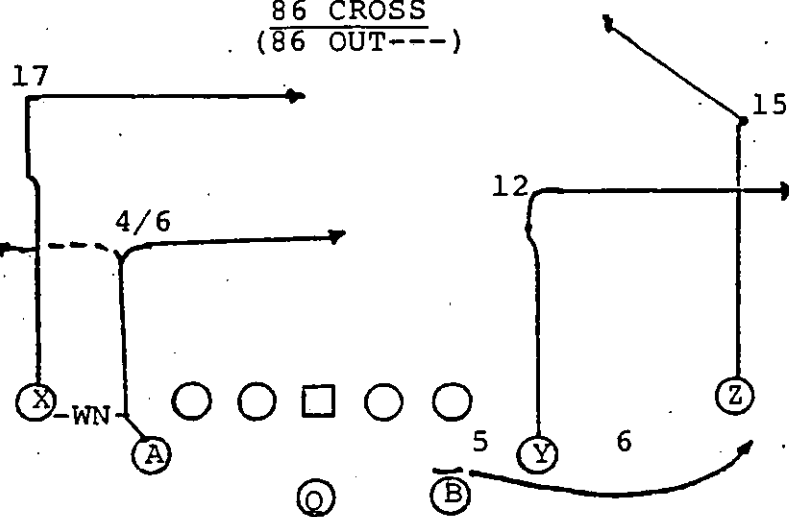


95 POST

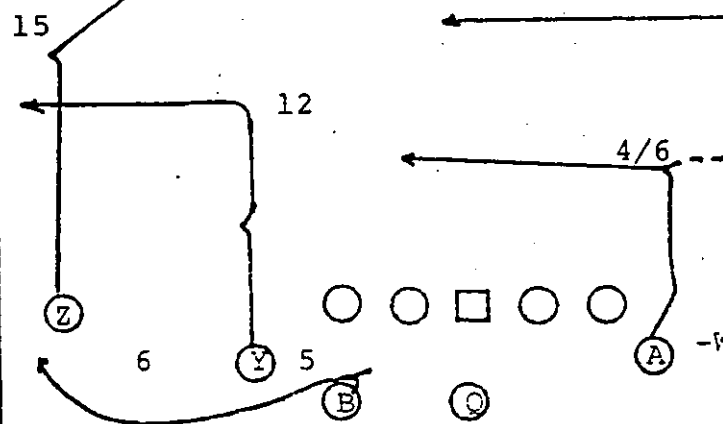
Ki.



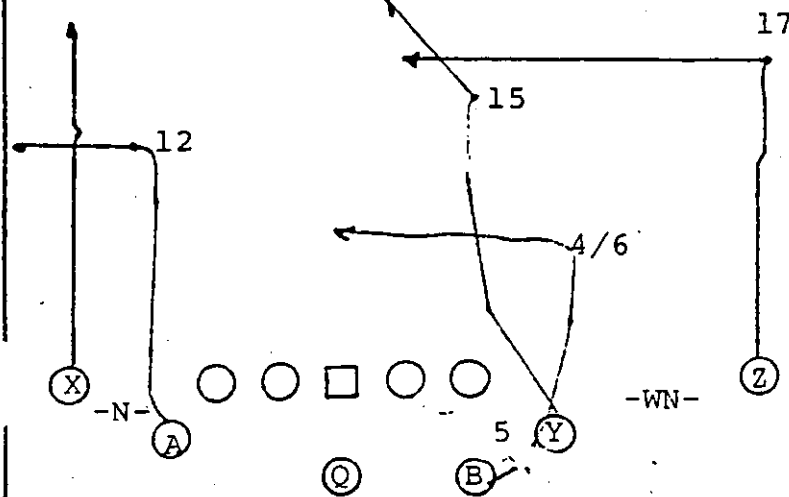
86 CROSS
(86 OUT---



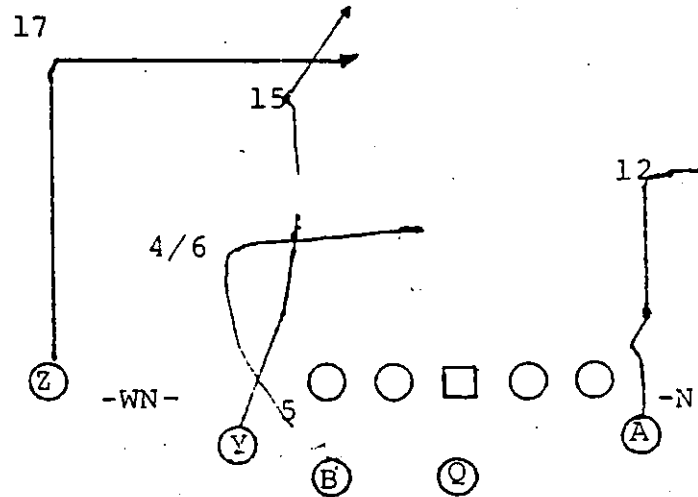
96 CROSS
(96 OUT---



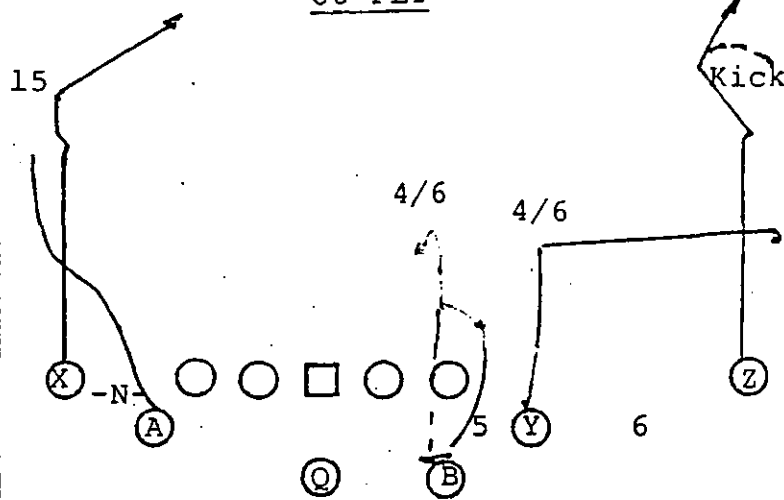
87 DRAG



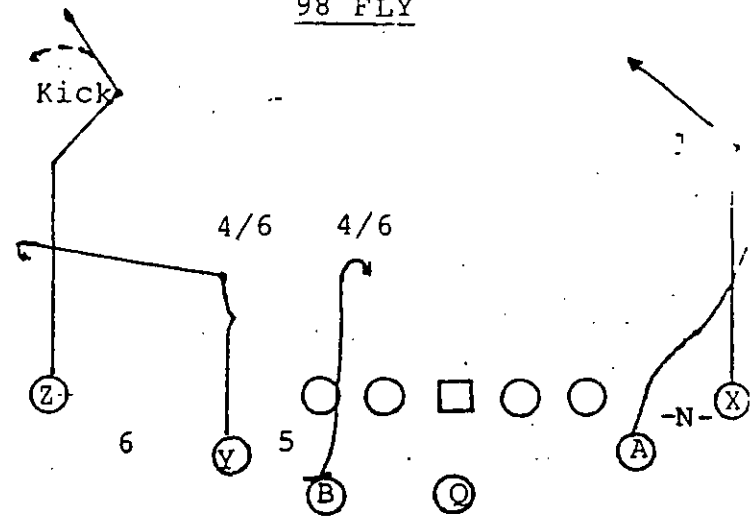
97 DRAG



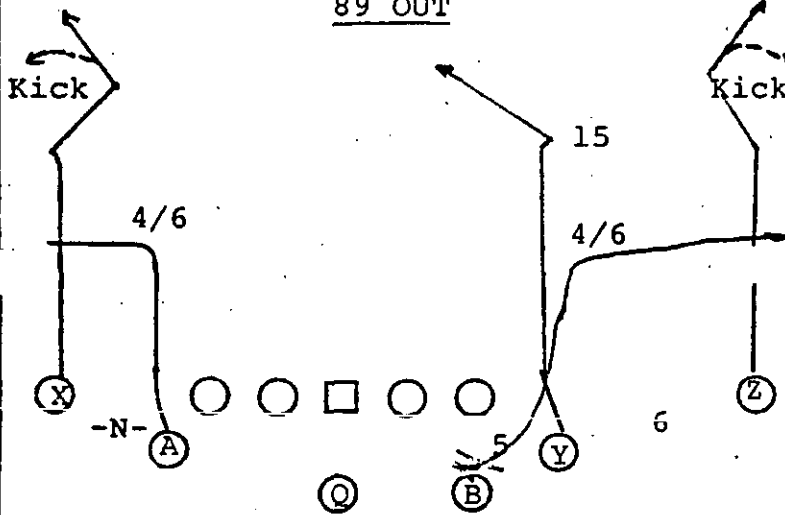
88 FLY



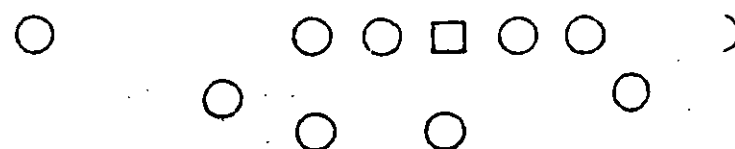
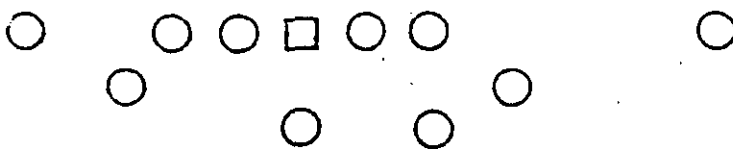
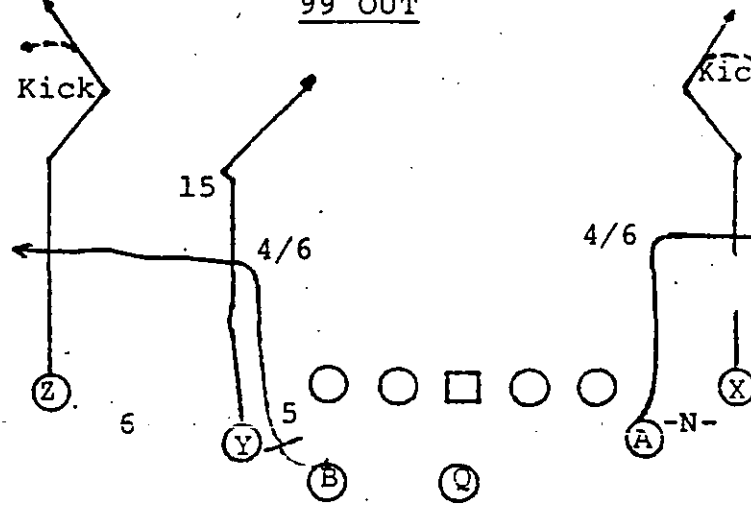
98 FLY



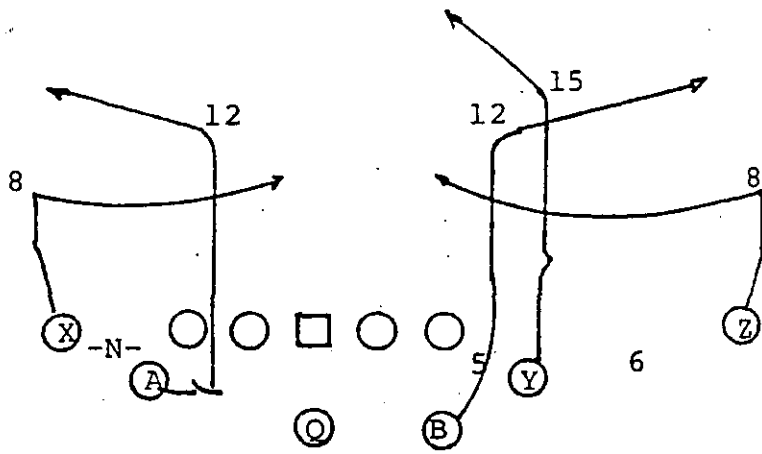
89 OUT



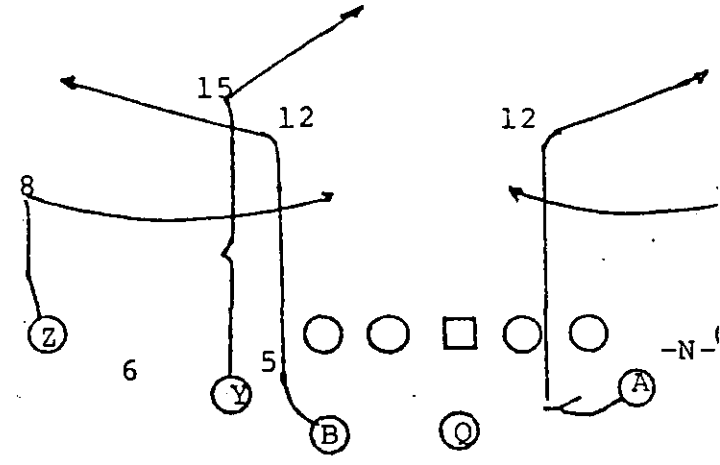
99 OUT



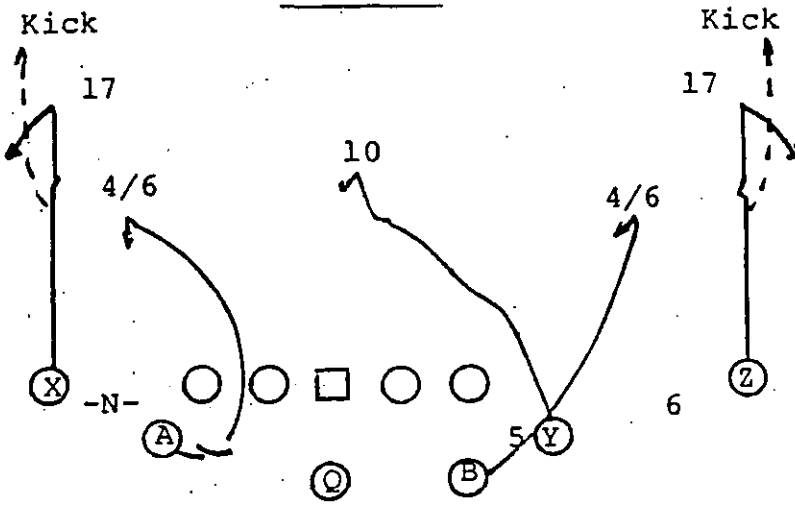
90 CORNER



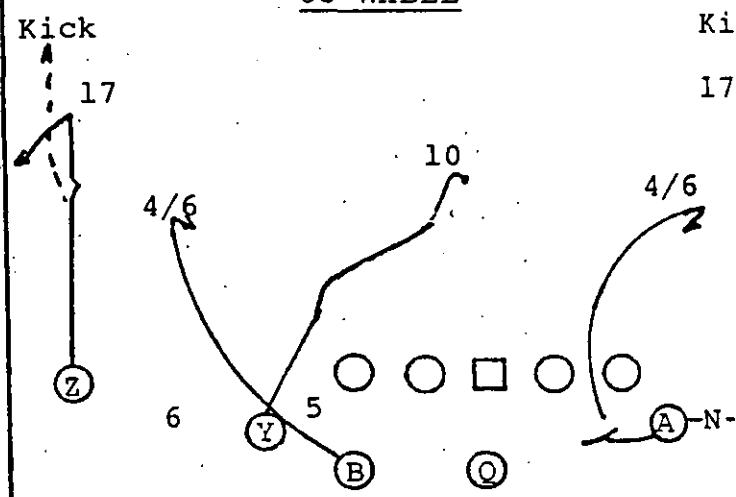
80 CORNER



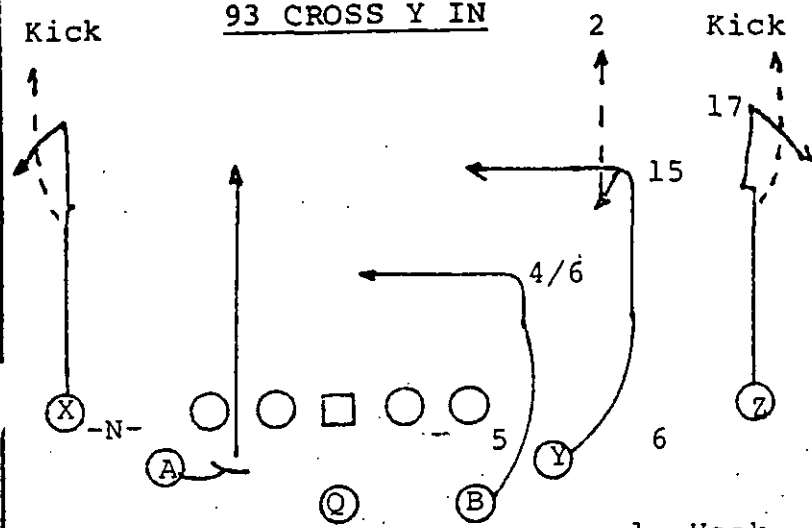
93 WHEEL



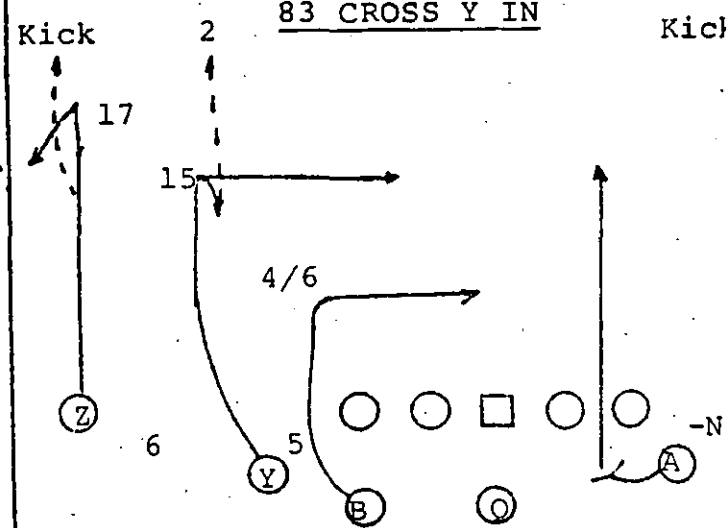
83 WHEEL



93 CROSS Y IN



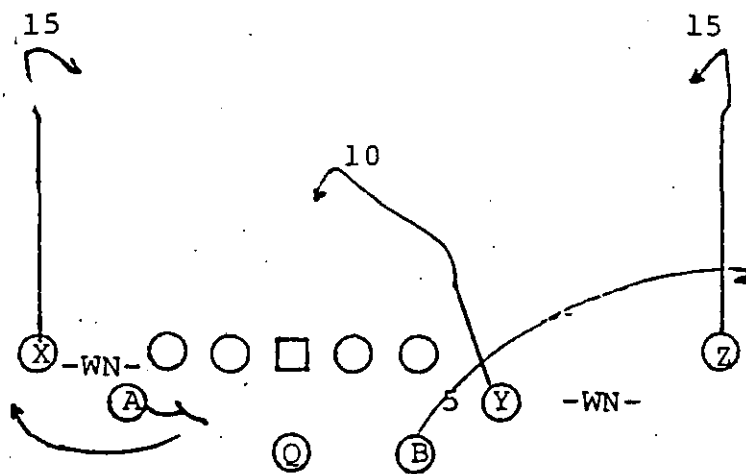
83 CROSS Y IN



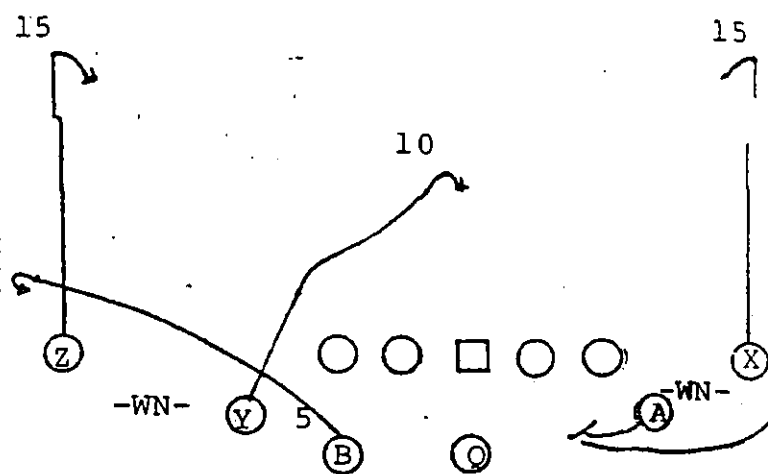
1. Hook
2. Hook & Up

1. Hook
2. Hook & Up

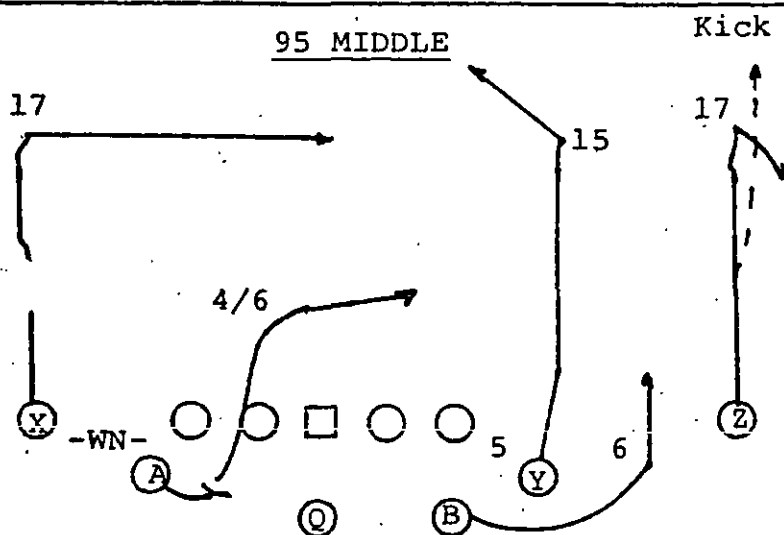
94 FLAT



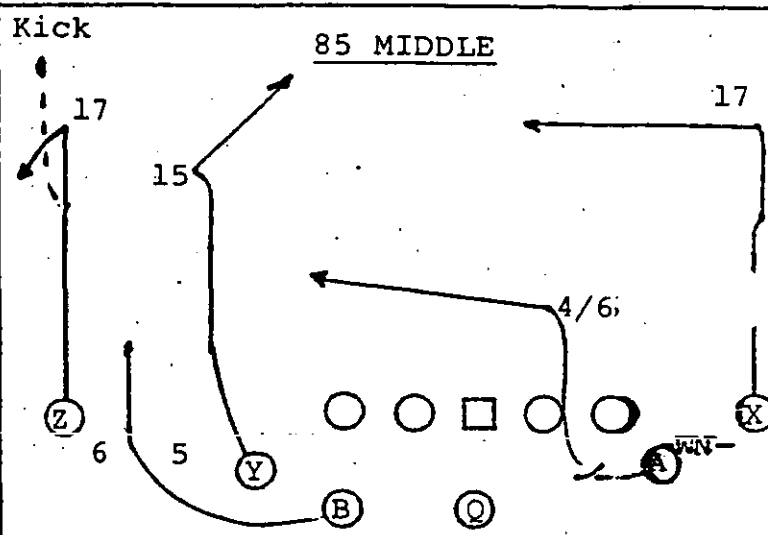
84 FLAT



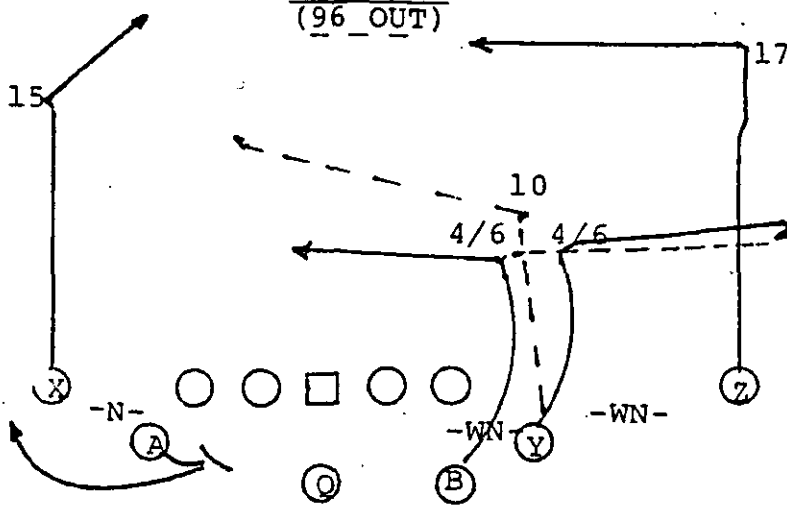
95 MIDDLE



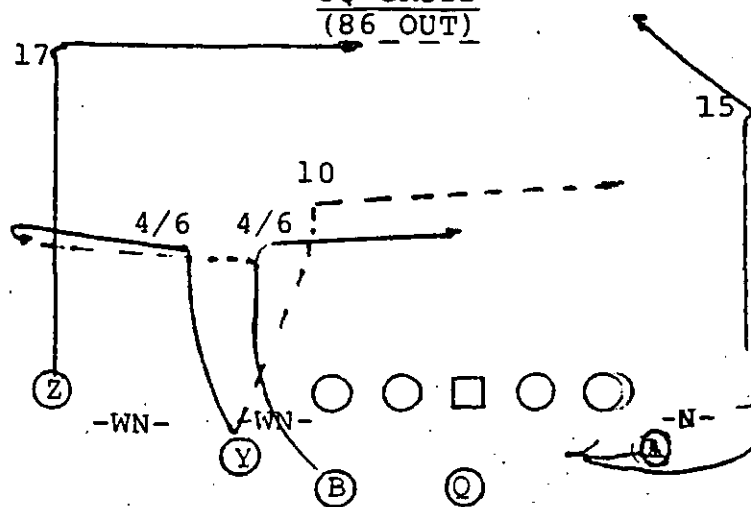
Kick

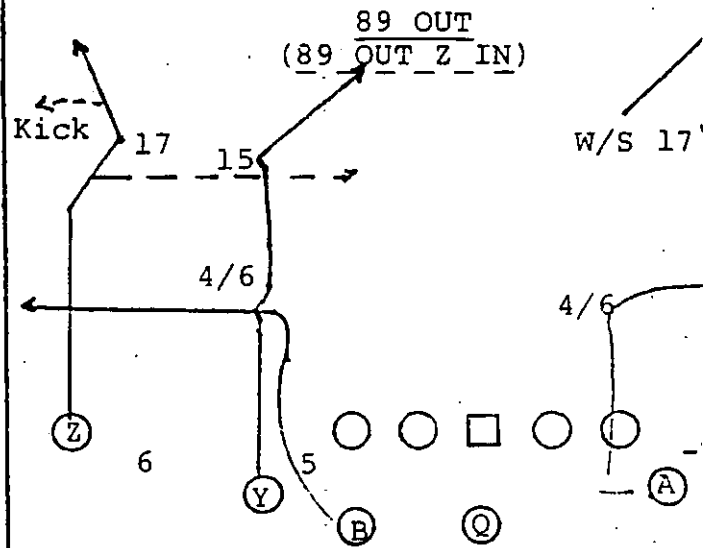
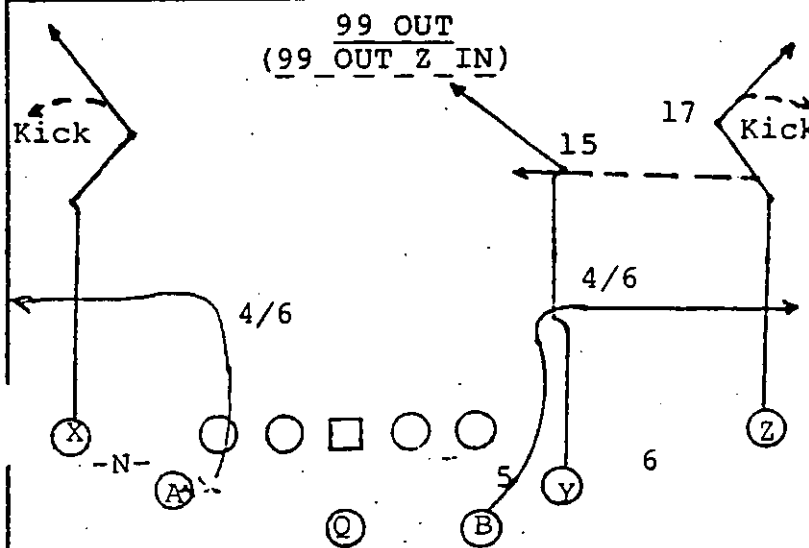
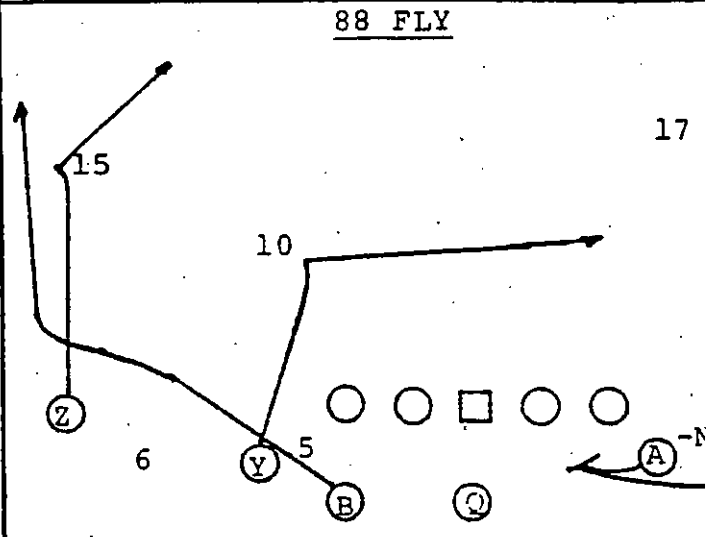
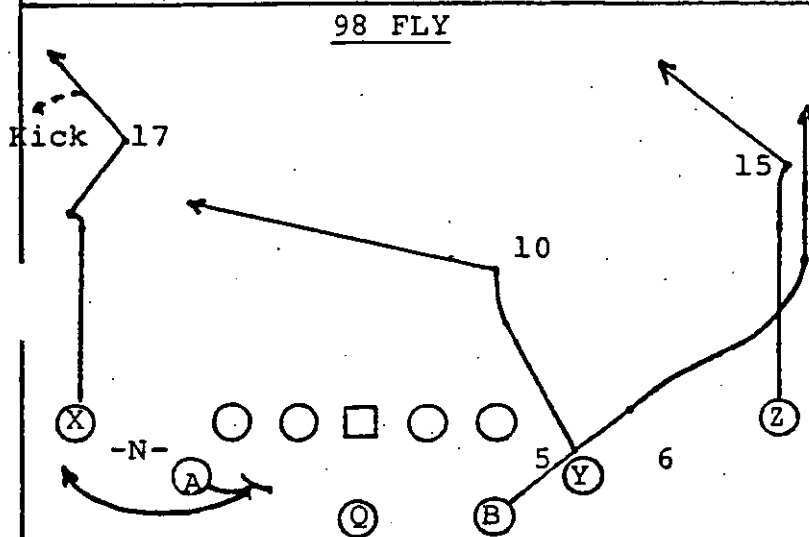
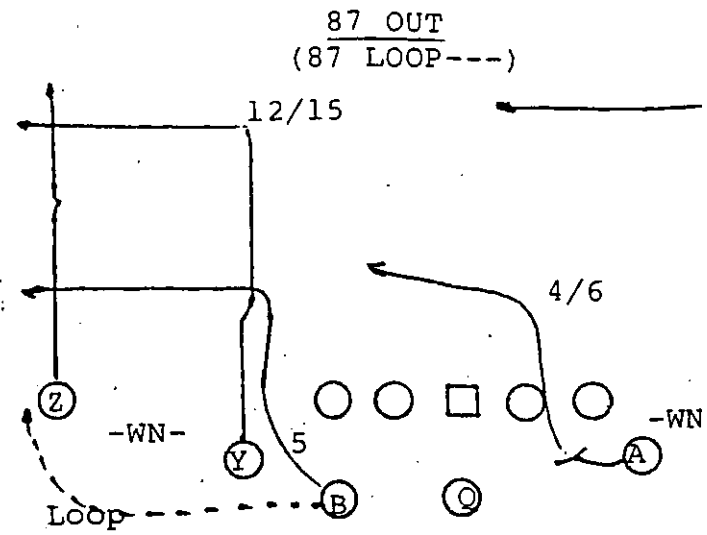
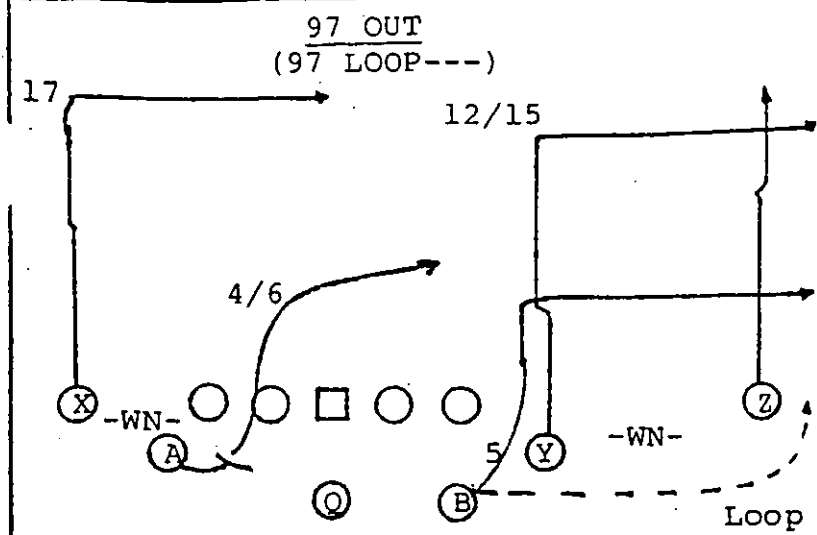


96 CROSS
(96_OUT)

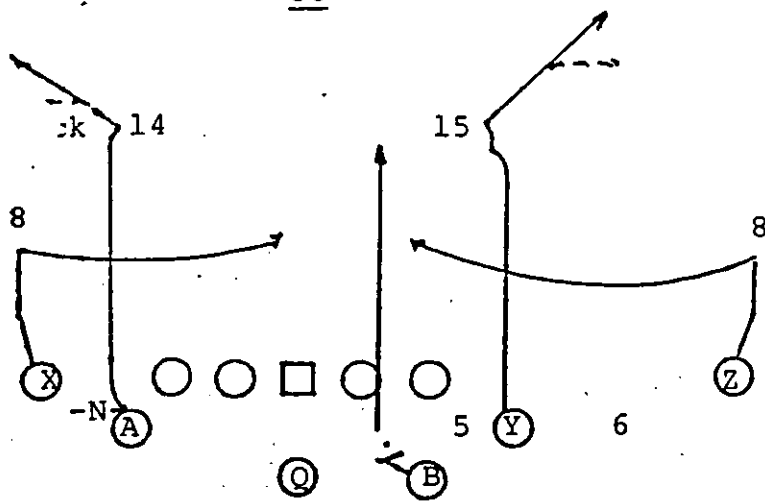


86 CROSS
(86_OUT)

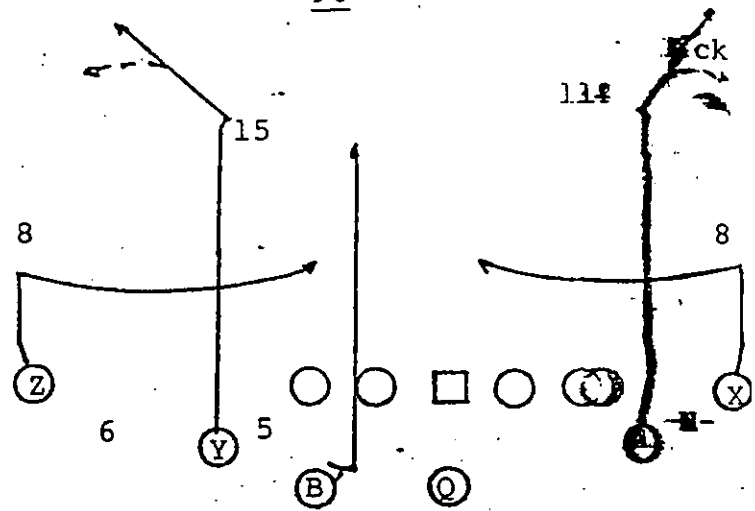




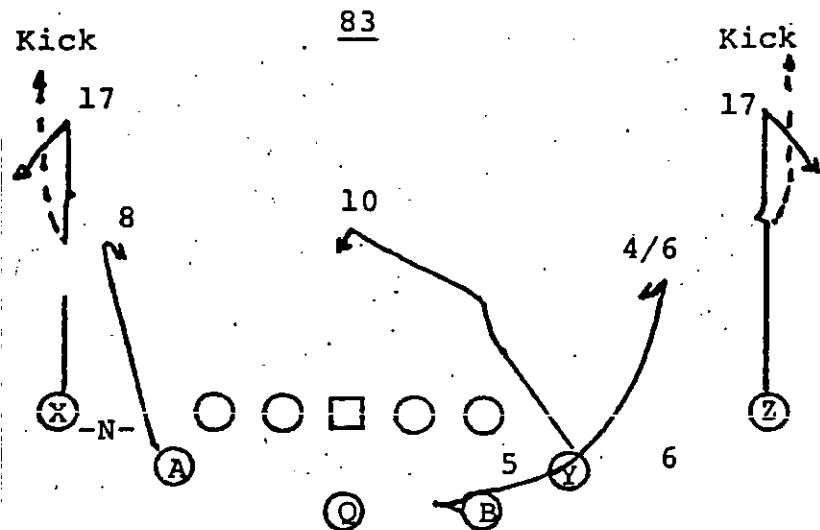
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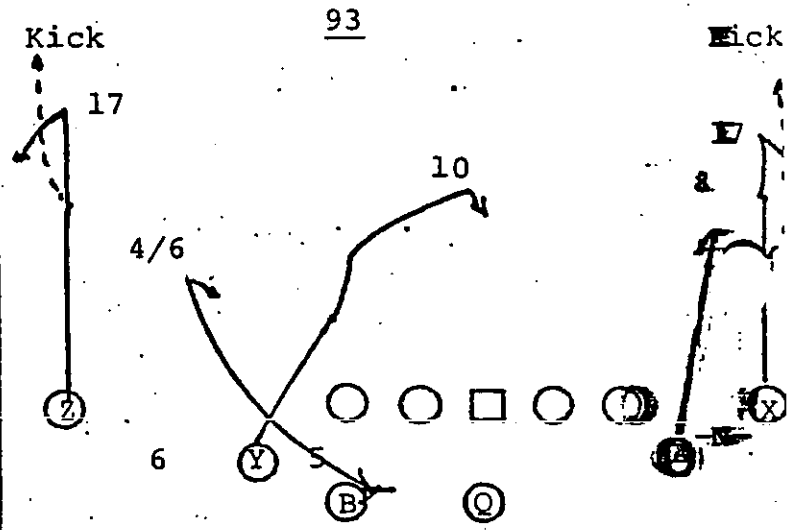
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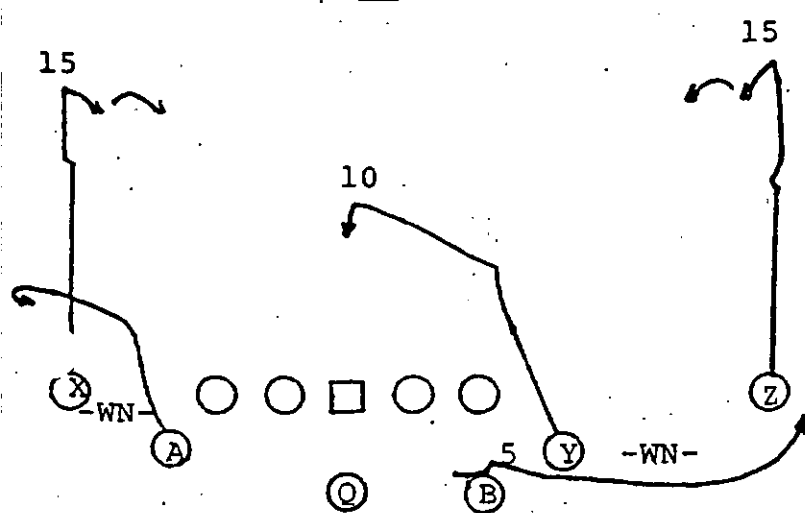
83



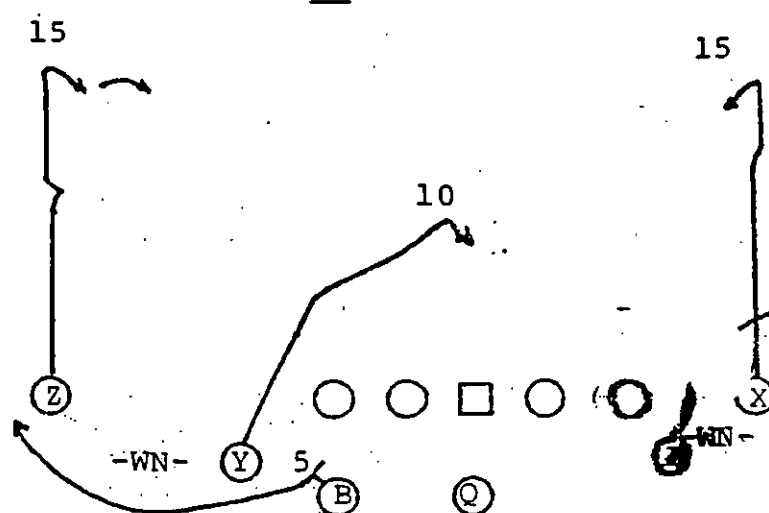
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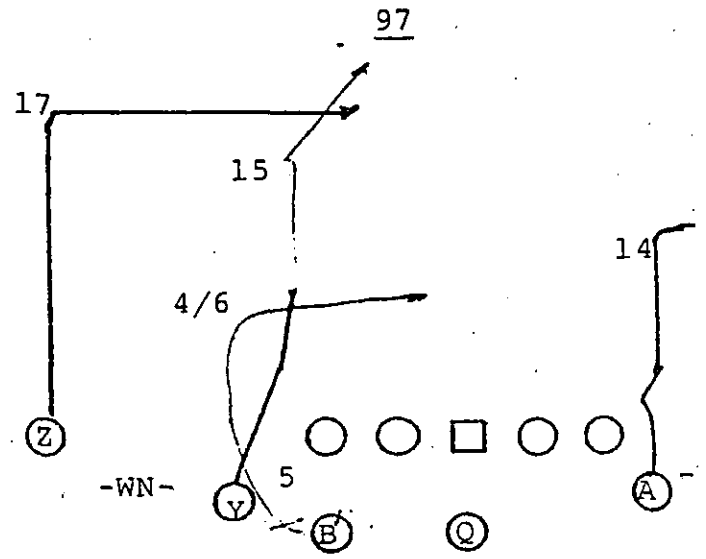
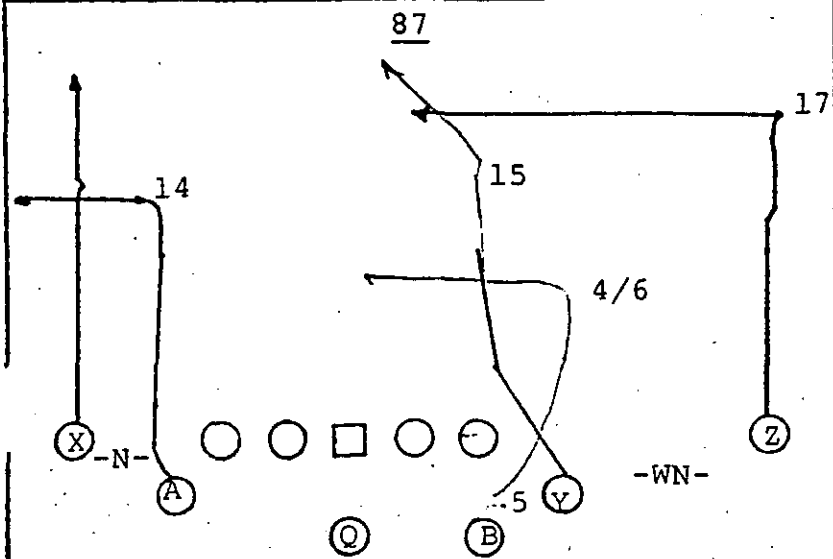
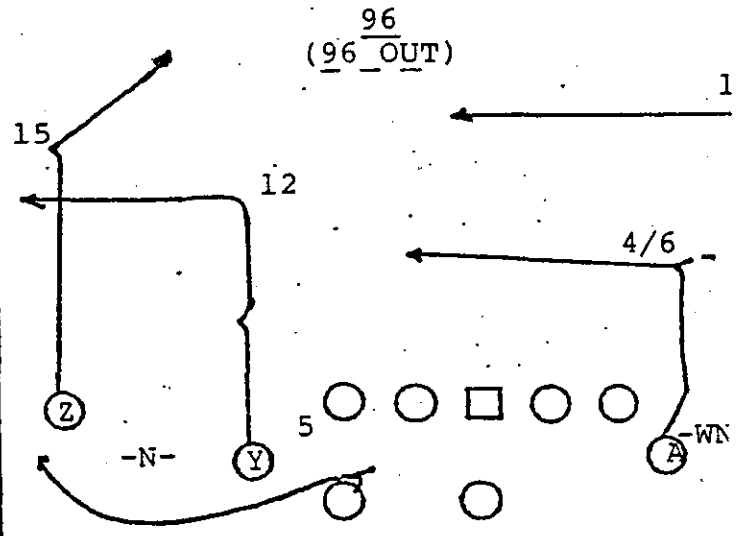
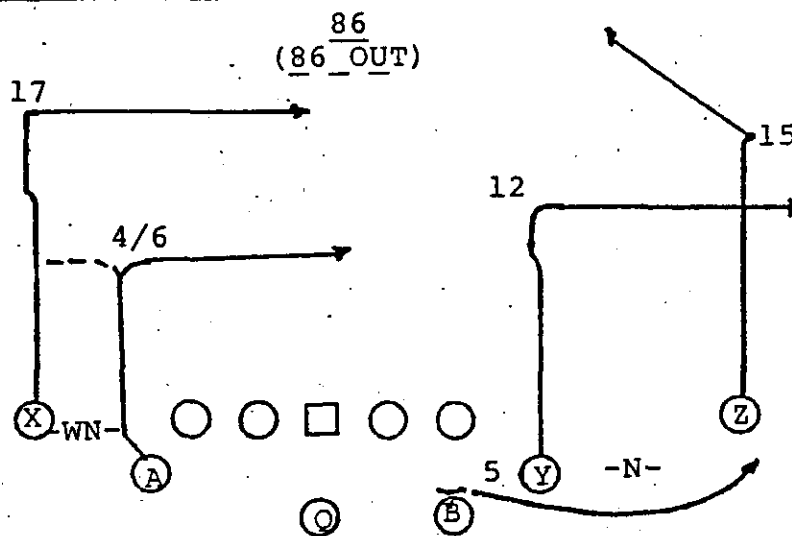
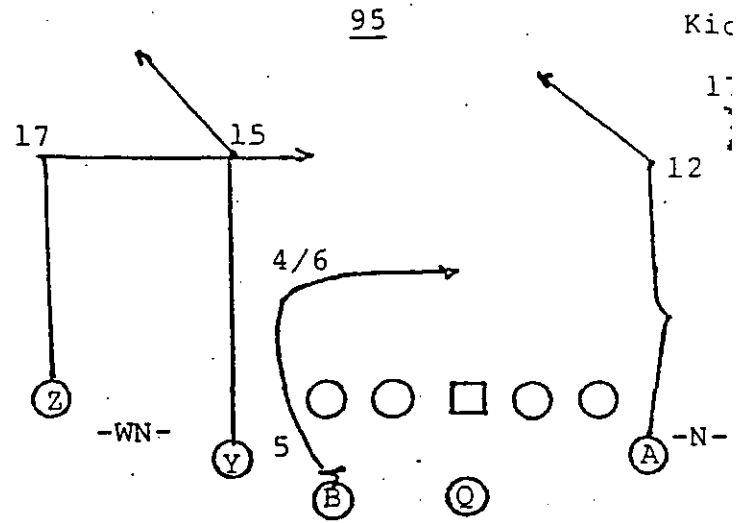
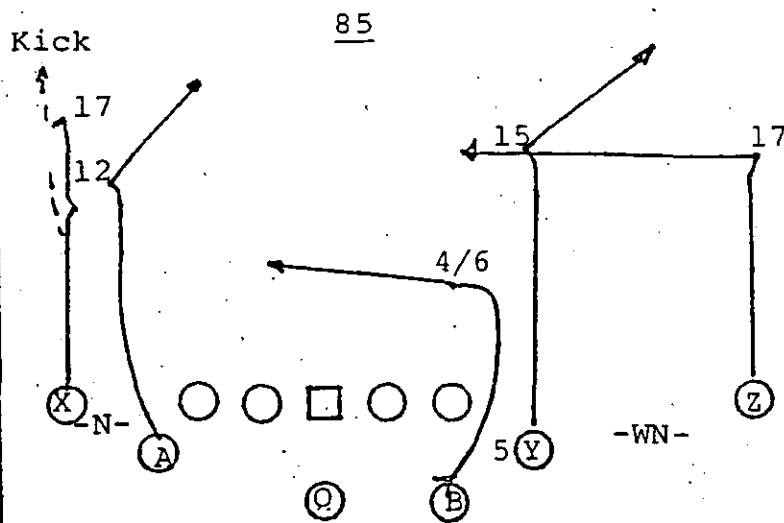


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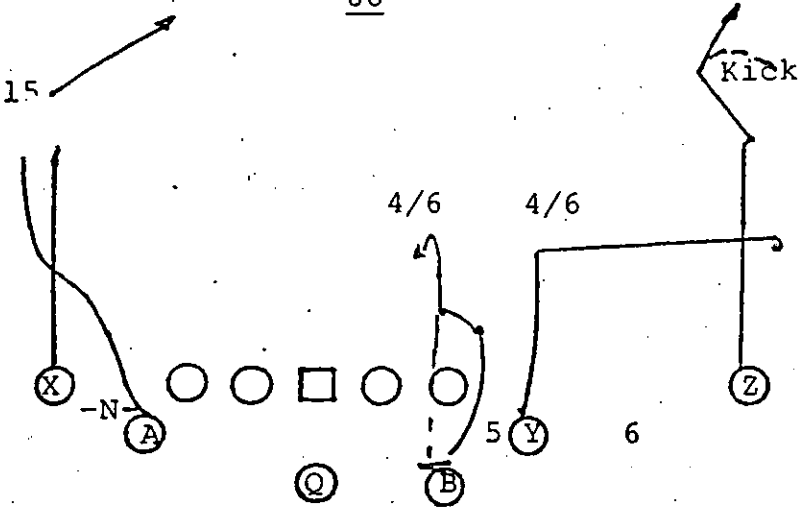


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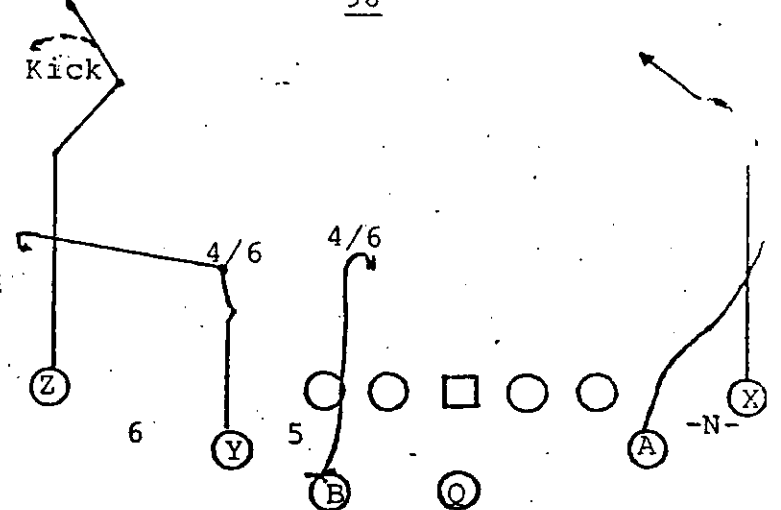




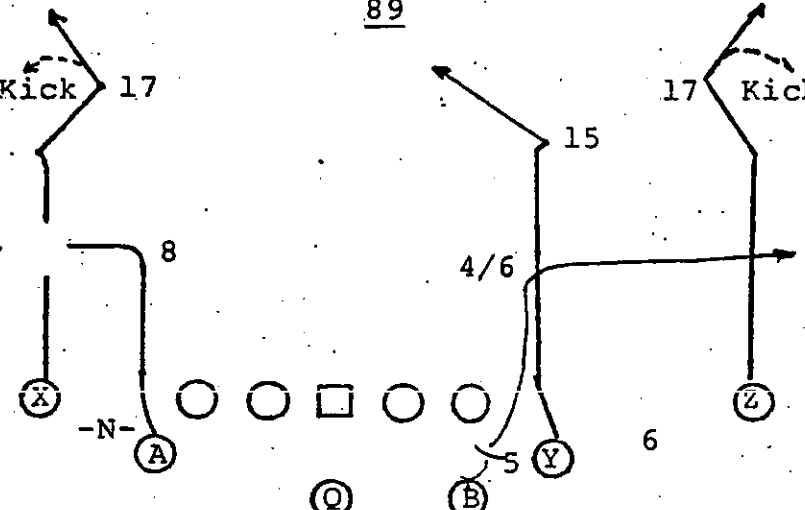
88



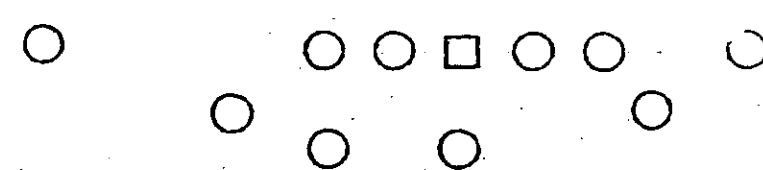
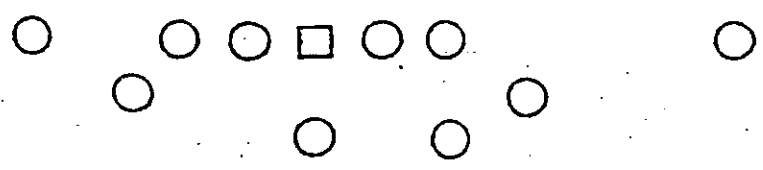
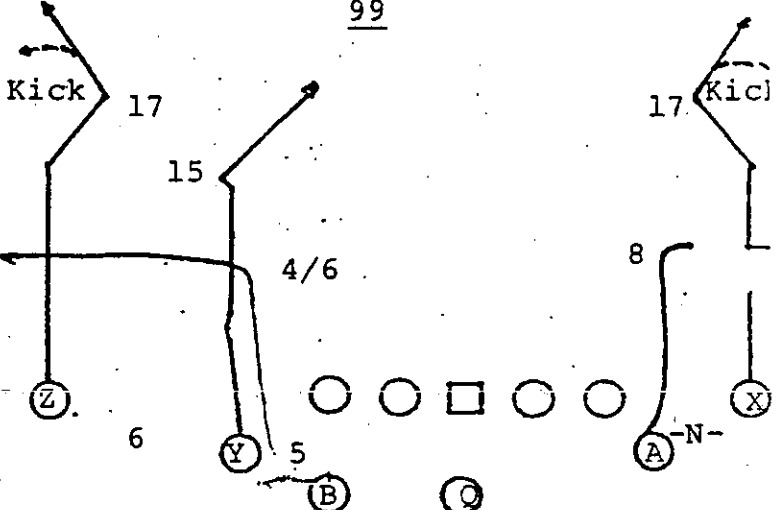
98



89

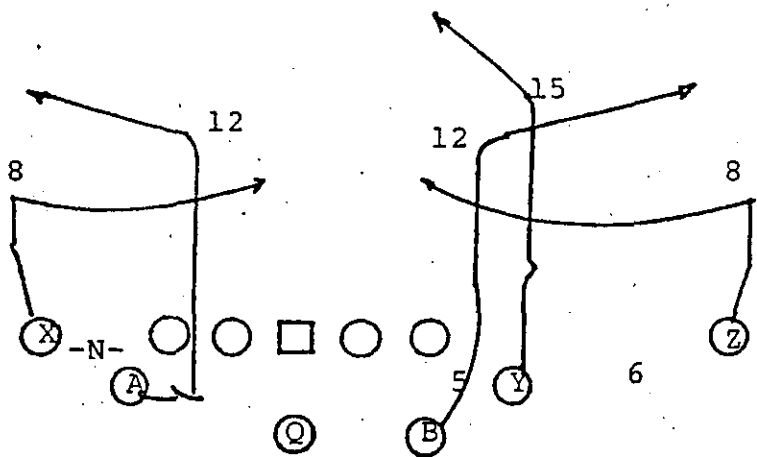


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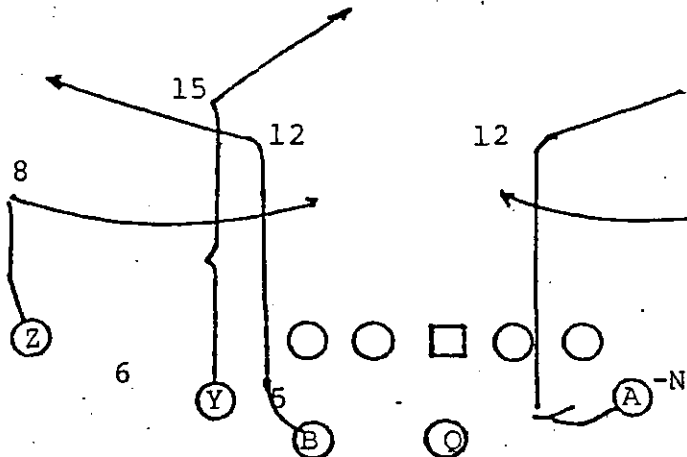


NICKEL 90/80's AUTO STRONG (OPEN)

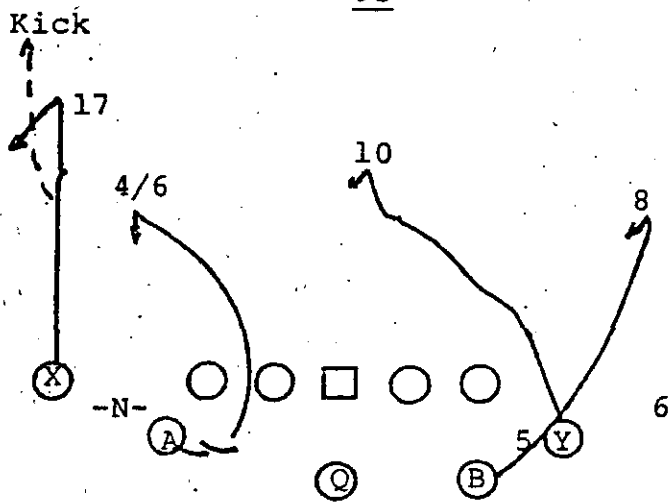
90



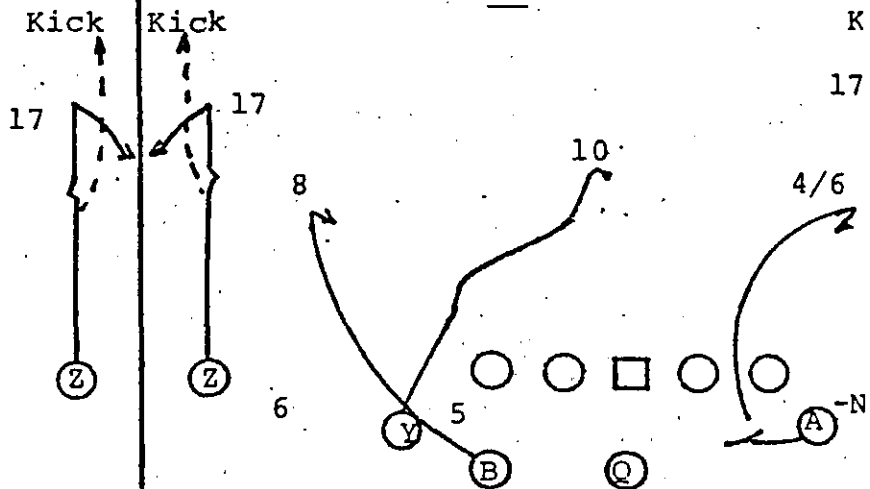
80



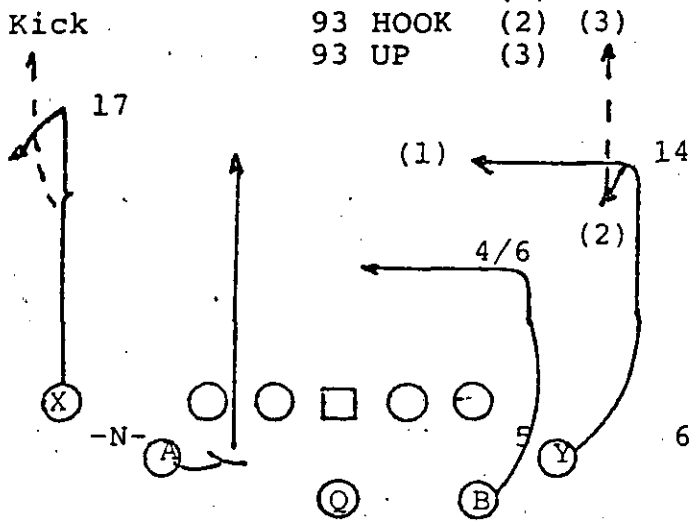
93



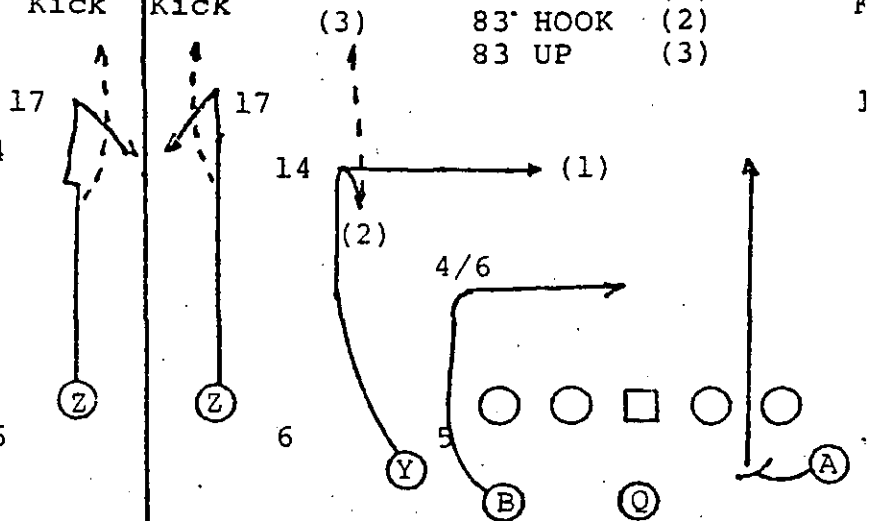
83



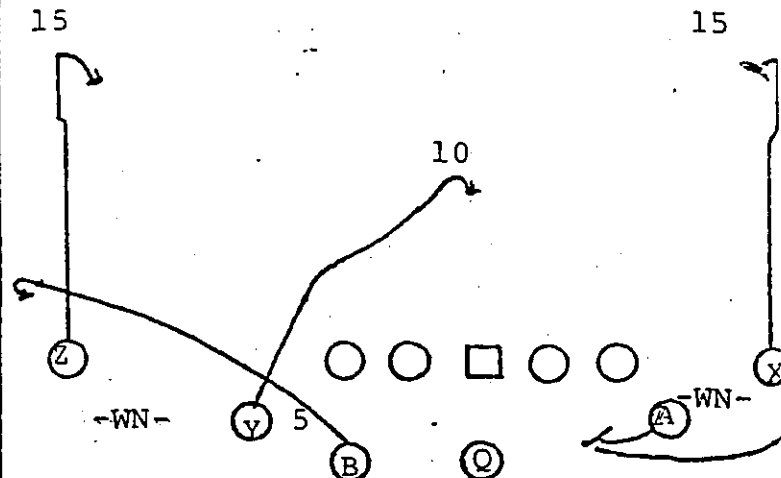
93 CROSS (1)
93 HOOK (2) (3)
93 UP (3) ↑



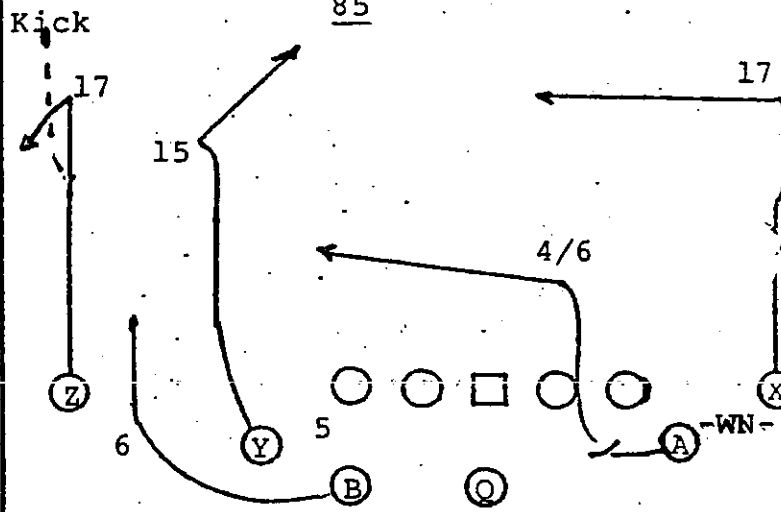
Kick	Kick	(3)	83 CROSS	(1)
1	1	1	83 HOOK	(2)
			83 UP	(3)



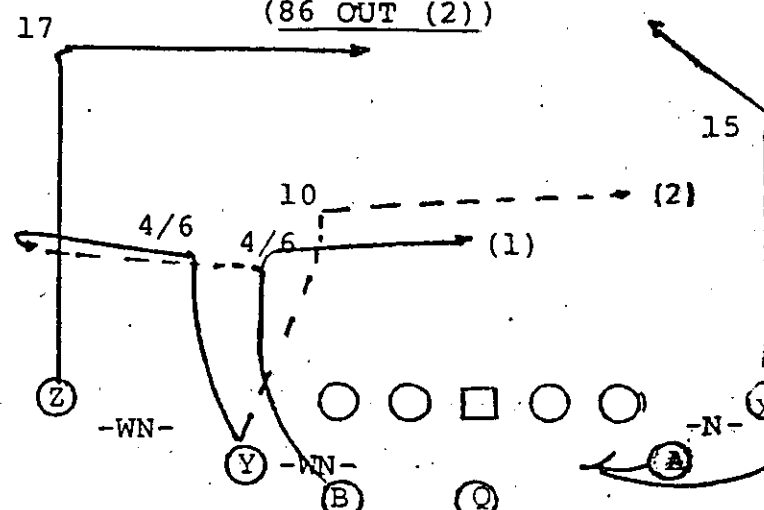
84

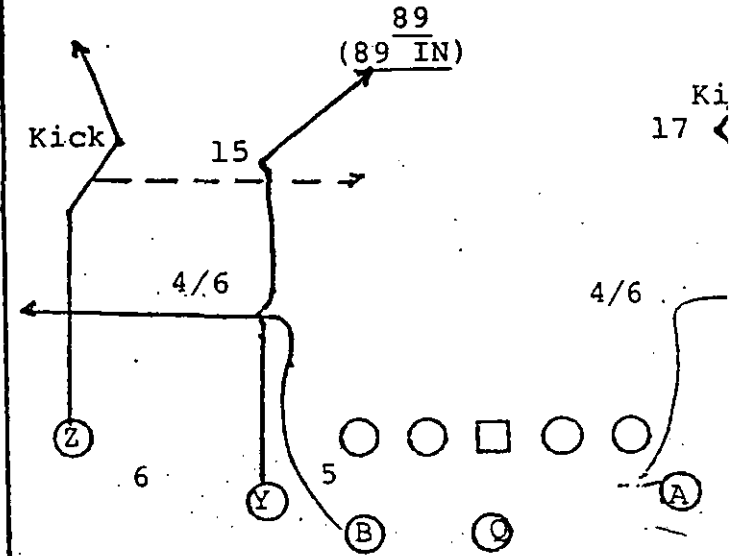
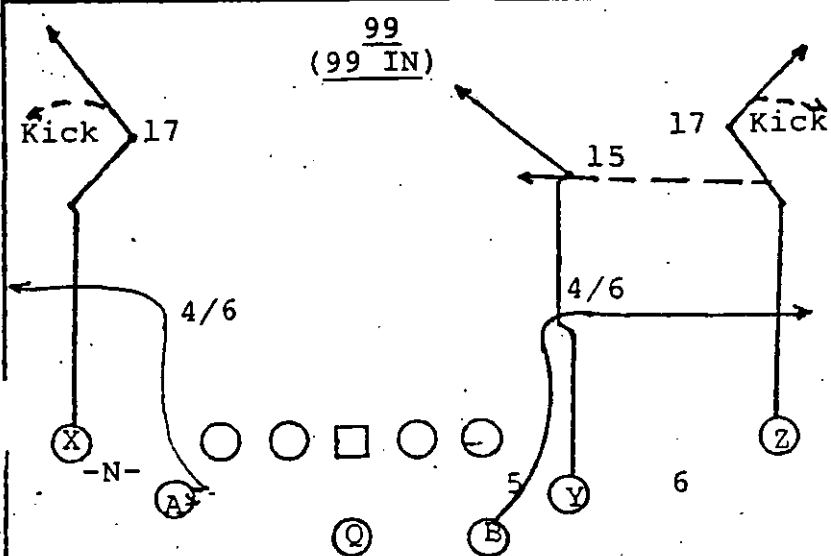
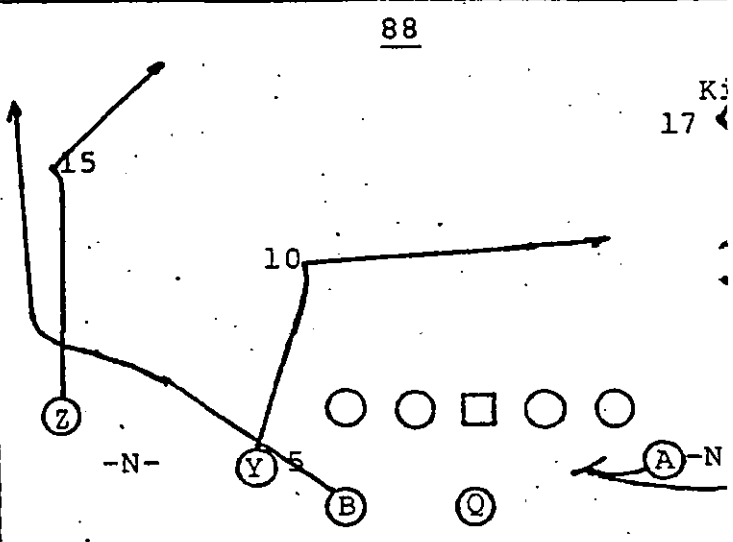
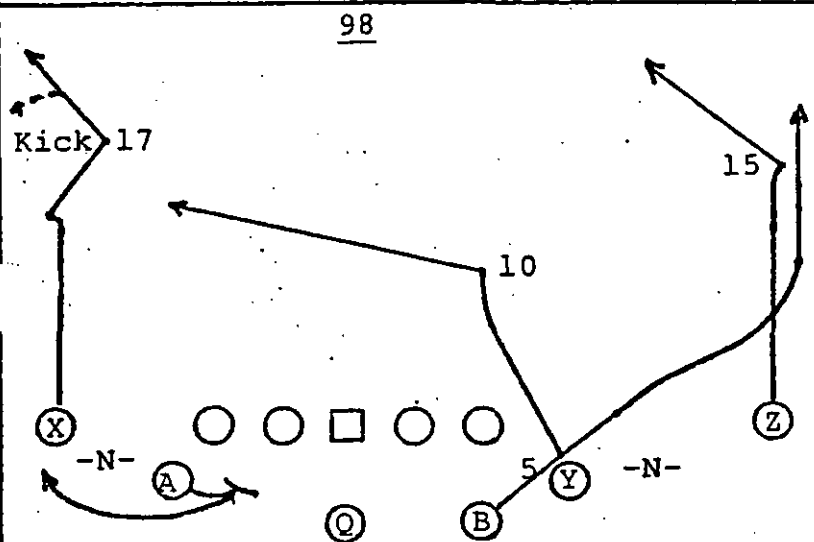
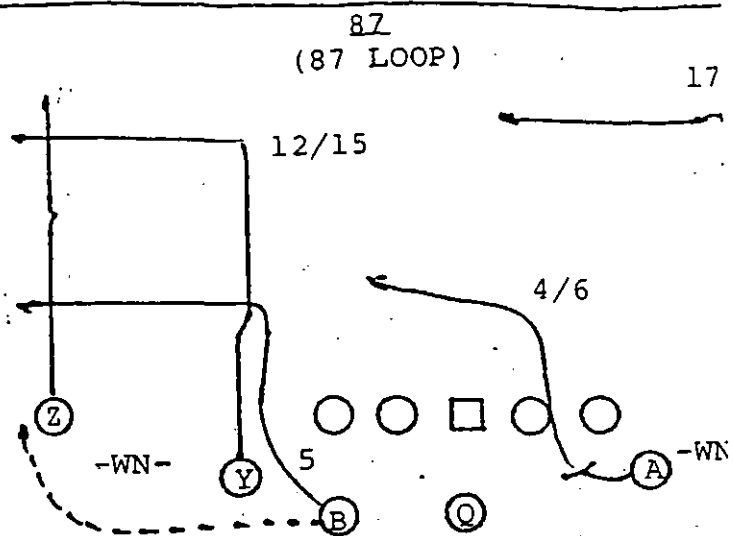
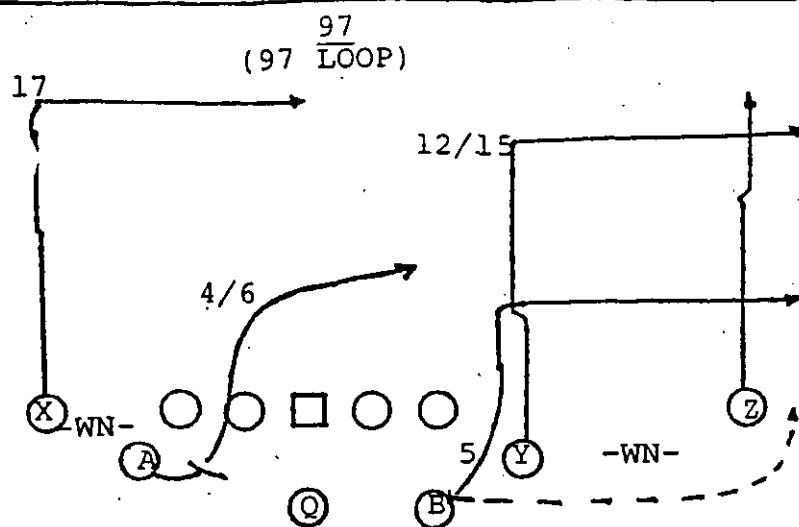


85



86 (1)
(86 OUT (2))





PLAY PASS NOTES

WIDE RECEIVERS

- 1) Shorten splits - make it look like run.
- 2) Run deeper routes - allow for Quarterback action and play fake.
- 3) Stay with Comeback's (no Fade).
- 4) If primary Receiver is called on outside or deep route, offside Receiver will run deep "IN".

QUARTERBACK

- 1) Make good fake of run play called, get depth (10-12 yards) as near as possible directly BEHIND Center if deep or delayed route.
- 2) On Play Pass with QUICK pass route let fake or action of Backs control the defense, prepare yourself for quick throw.
- 3) Pre-snap read of possible coverage.

BACKS

- 1) Be aggressive on your faking action. Carry out fakes beyond the line of scrimmage, then drift downfield in proper position and depth as outlet Receiver.

LINE

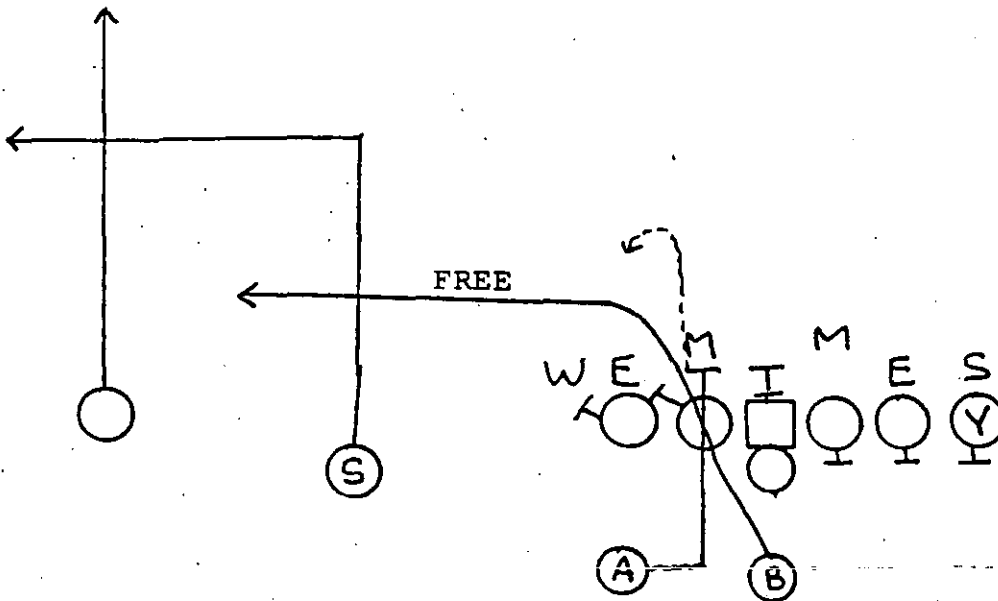
- 1) Be aggressive on blocks - hit and recover, using hands as on any pass block.

400 PLAY PASS PROTECTION

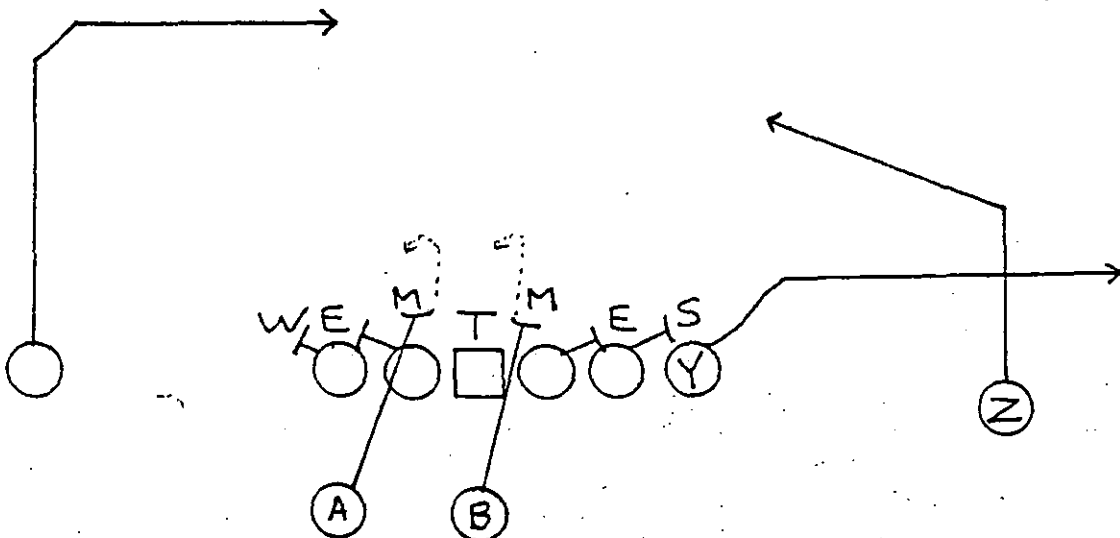
Pass out of a Running Game Fake with "RUN IT" type protection. There will be called routes to A-B-X-Y-Z-SLOT. The Line will AGGRESSIVELY block the play called in the huddle. "Y" or "Tight X" may be part of the protection. One of the Backs ("A" or "B") may be FREE to run called route, or both Backs may have linebacker responsibility.

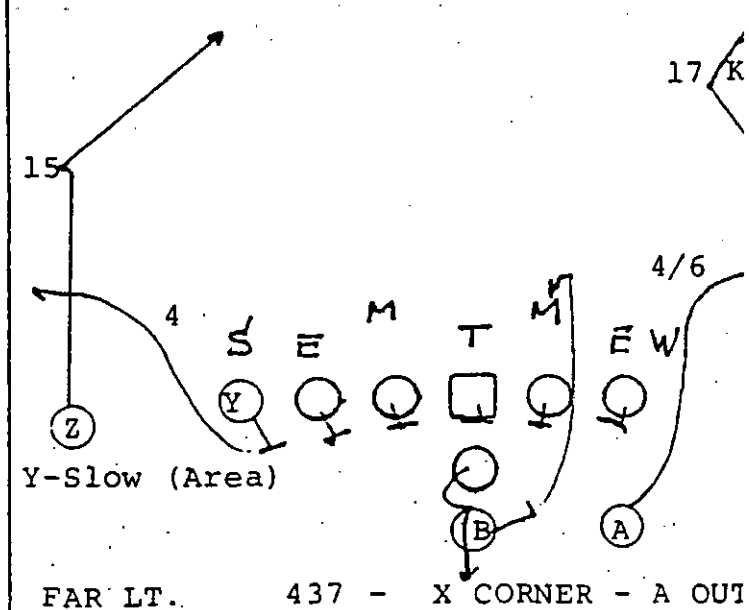
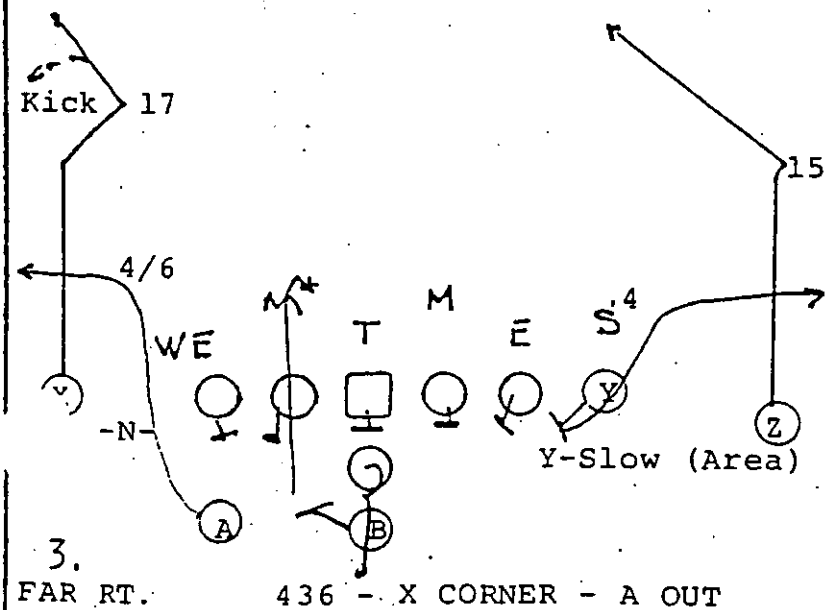
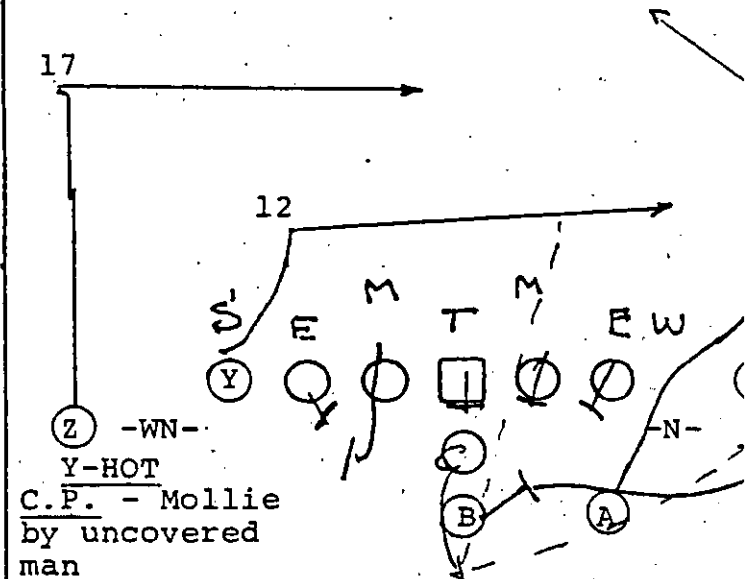
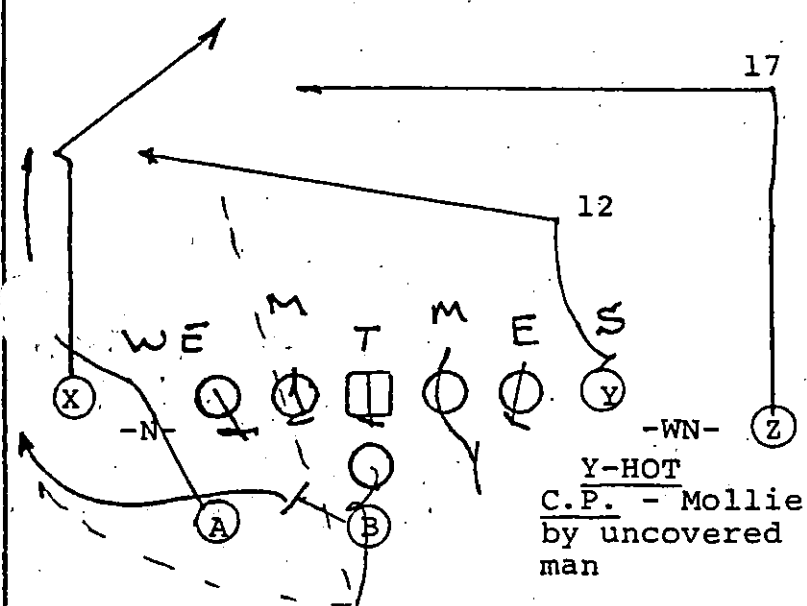
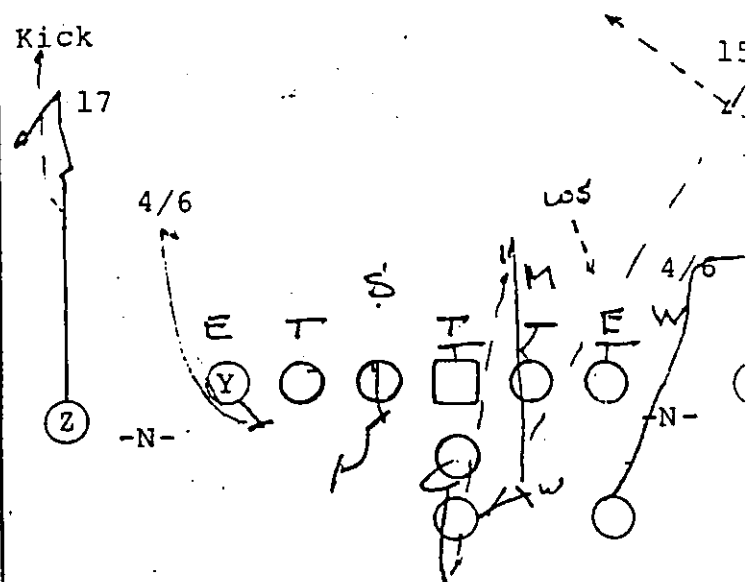
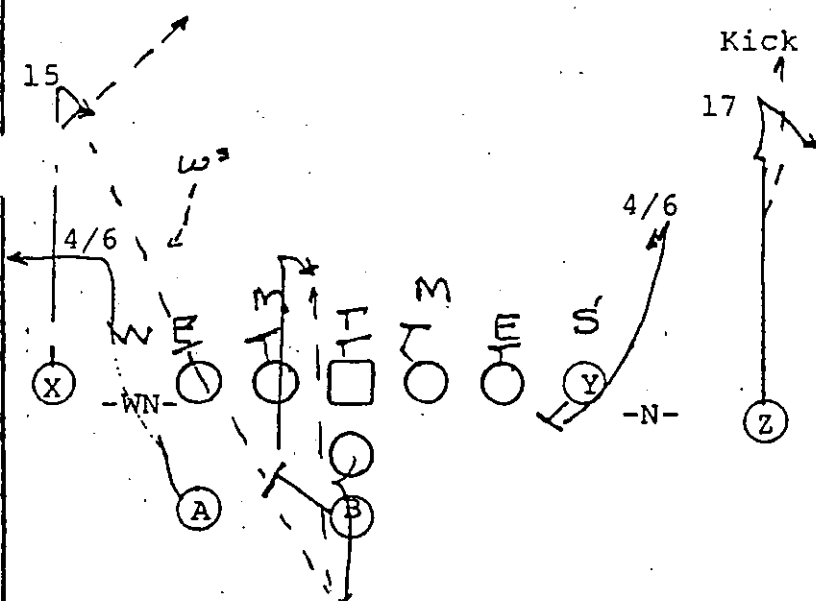
NOTE: Play Pass with "0" as middle digit is DRAW Fake.

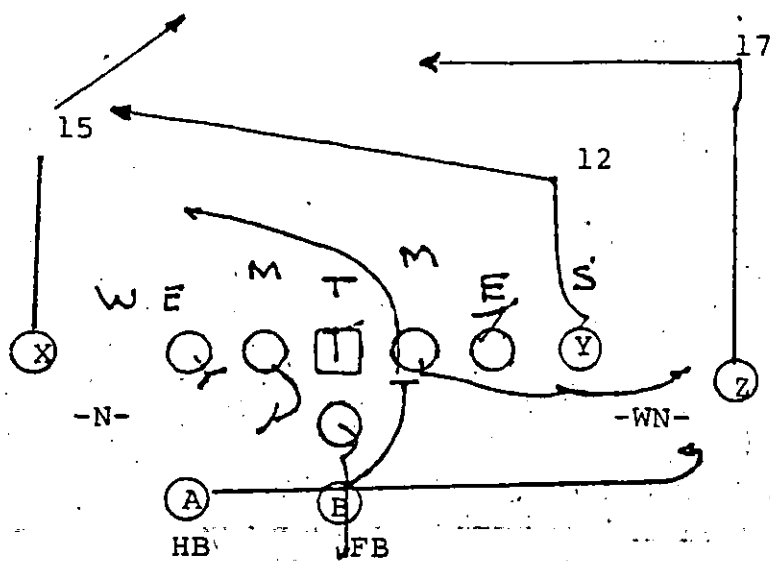
EX: FAR RIGHT SLOT-404 LAG ISO - SLOT DRAG



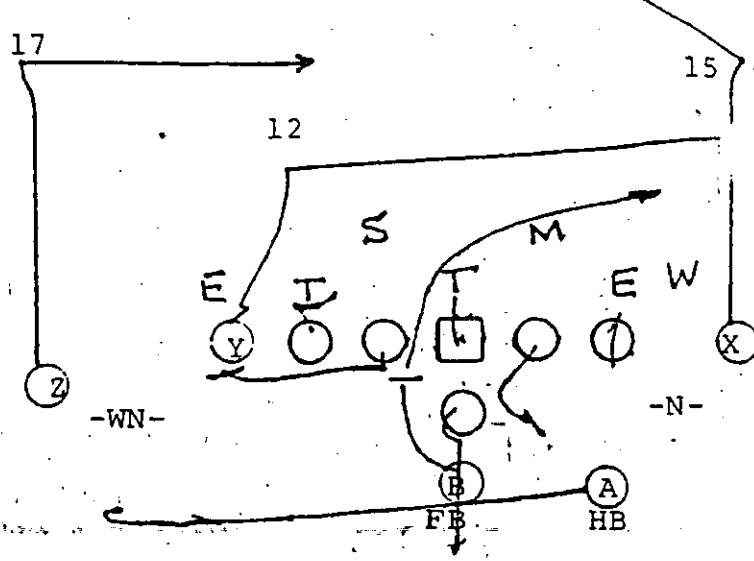
EX: FAR RIGHT-433 DOUBLE ISO - Z QUICK POST



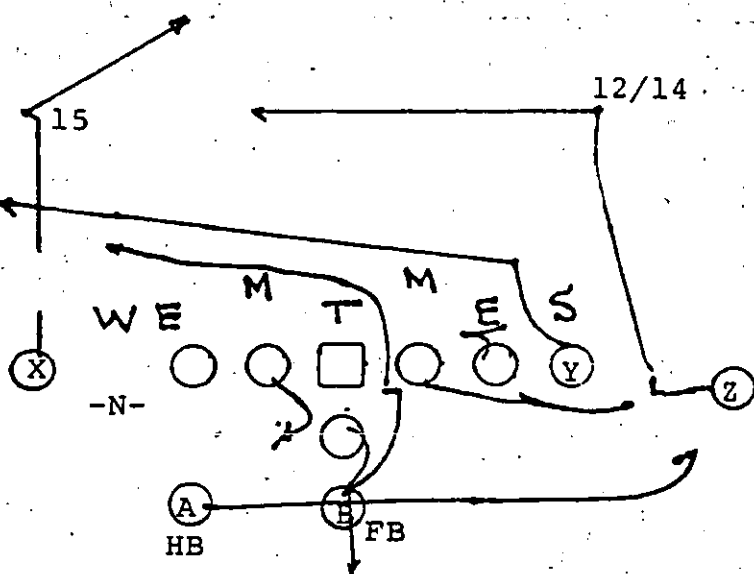




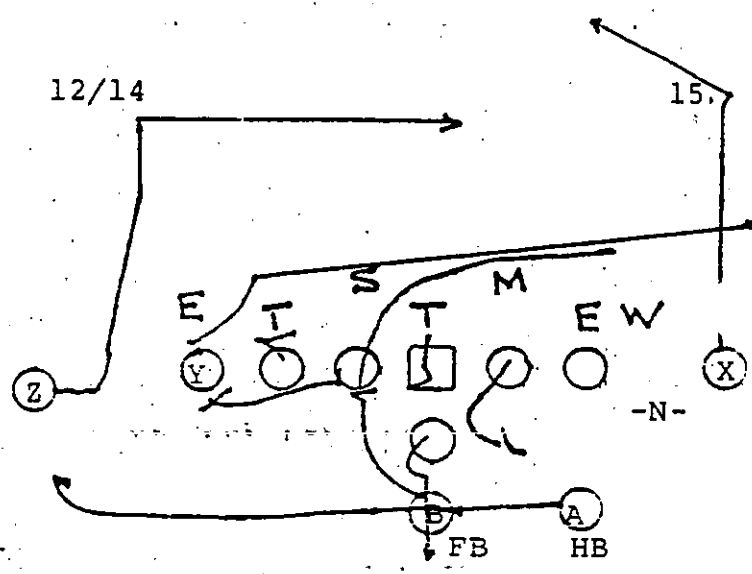
FAR RIGHT BELLY 449 - Z IN



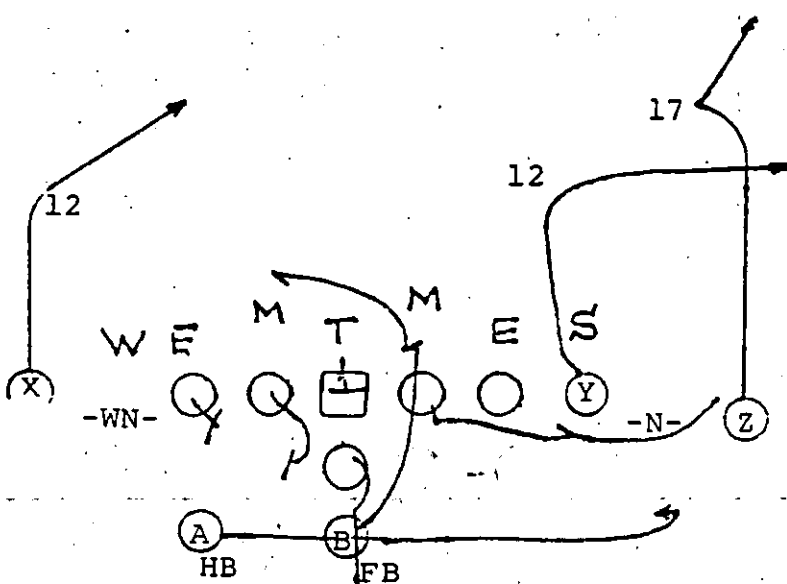
FAR LEFT BELLY 448 - Z IN



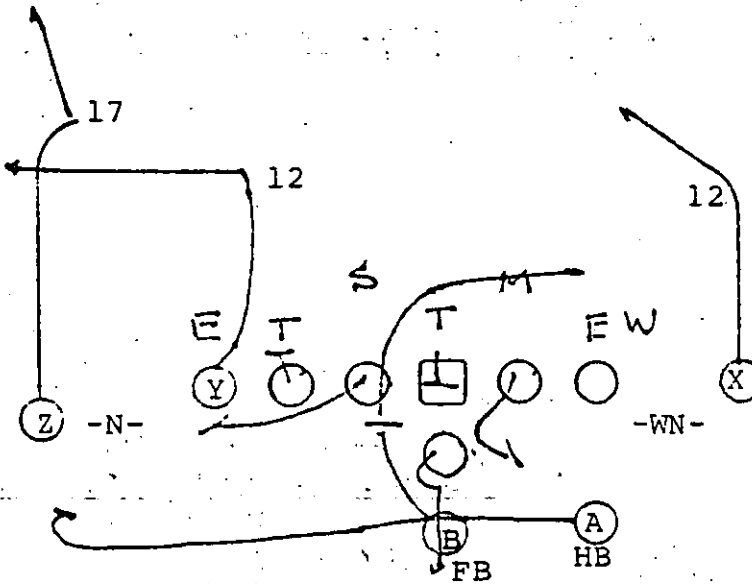
(ZOOM SHORT)
FAR RIGHT BELLY 449 - Z CROSS



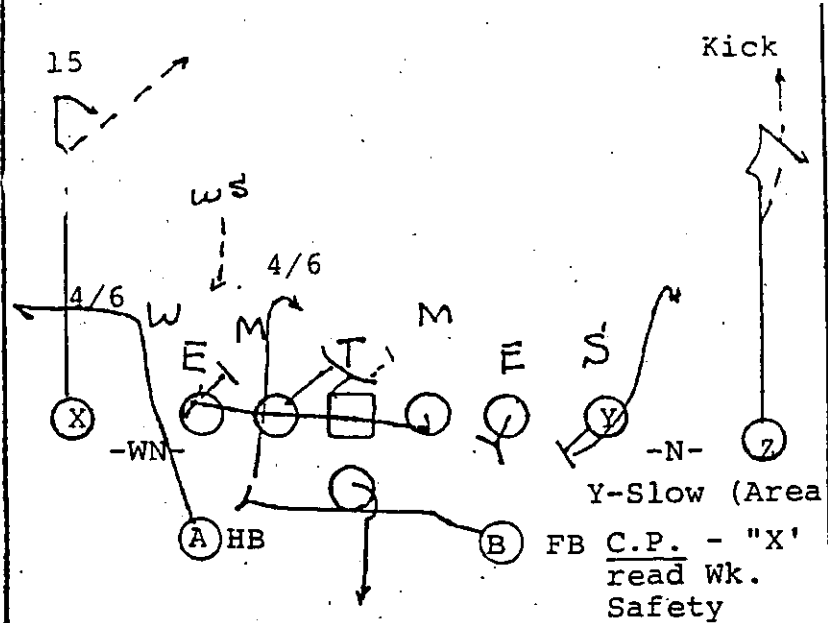
(ZOOM SHORT)
FAR LEFT BELLY 448 - Z CROSS



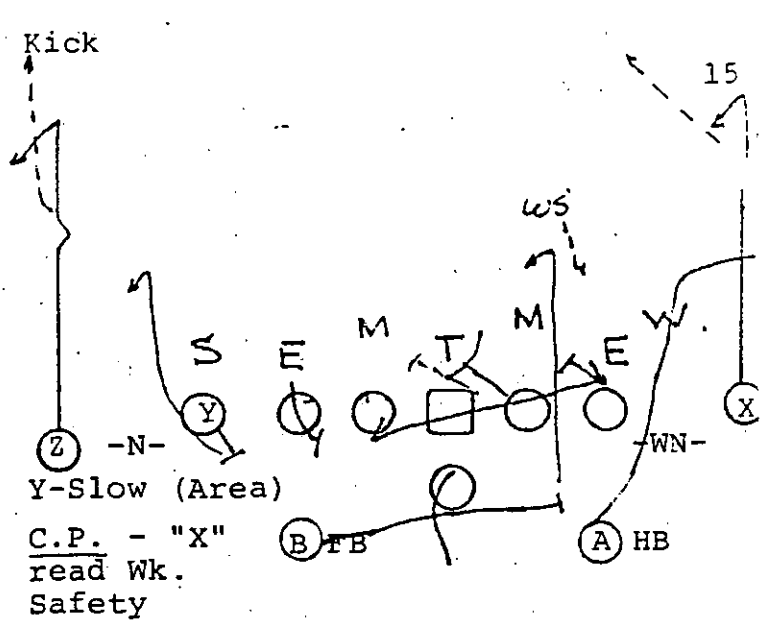
FAR RIGHT BELLY 449 - X GLANCE



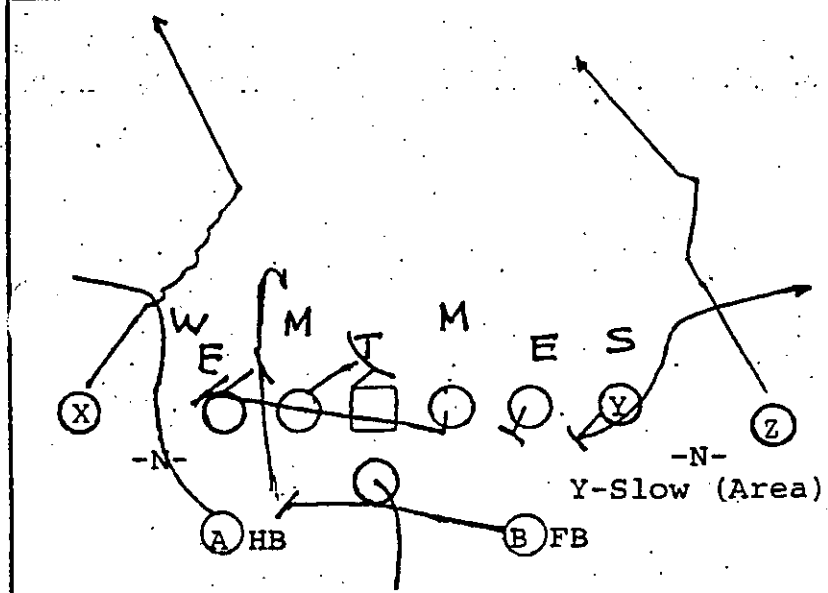
FAR LEFT BELLY 448 - X GLANCE



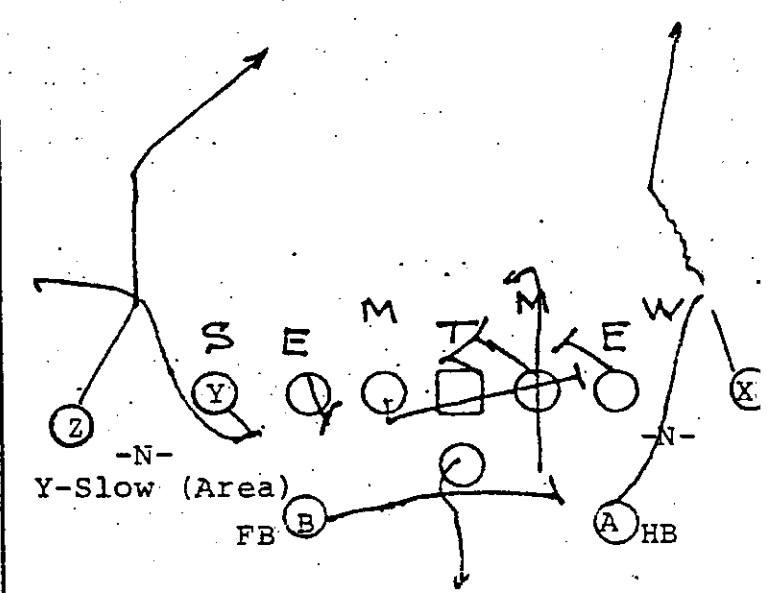
FULL RIGHT 444 TRAP-X HOOK - A OUT



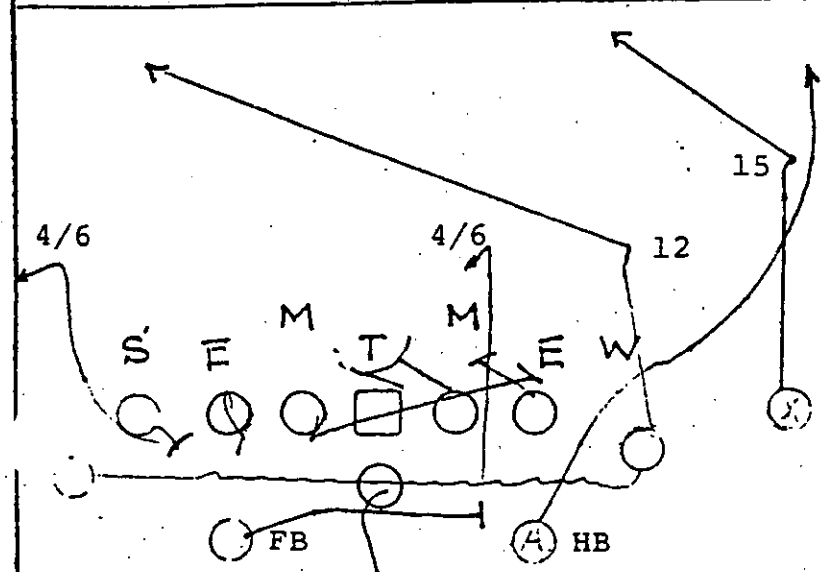
FULL LEFT 445 TRAP - X HOOK - A OUT



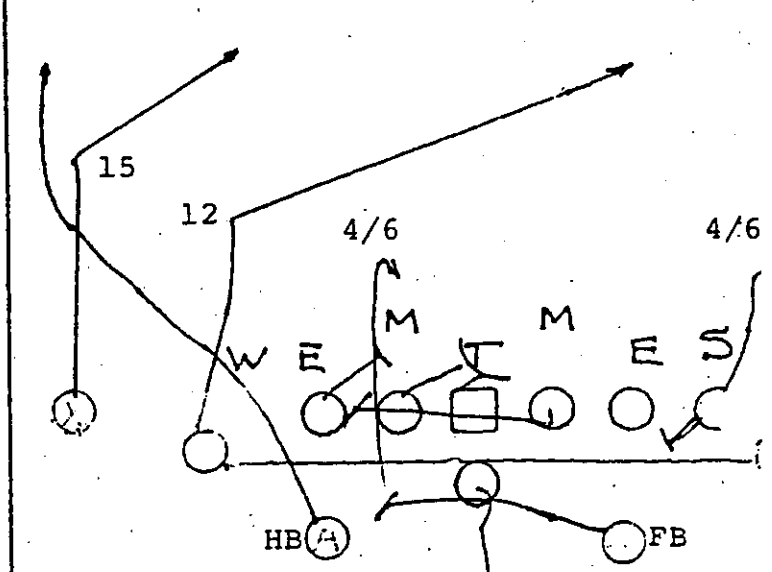
FULL RIGHT 444 TRAP-X STALK - A OUT



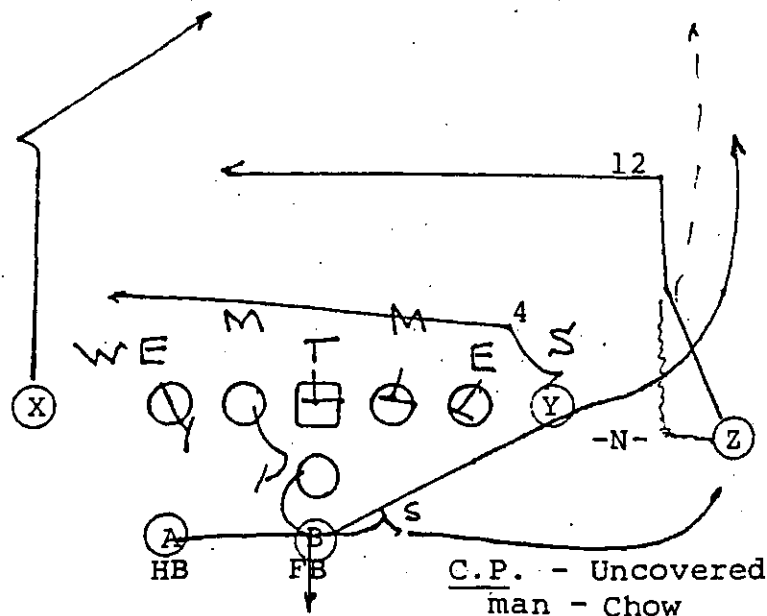
FULL LEFT 445 TRAP-X STALK - A OUT



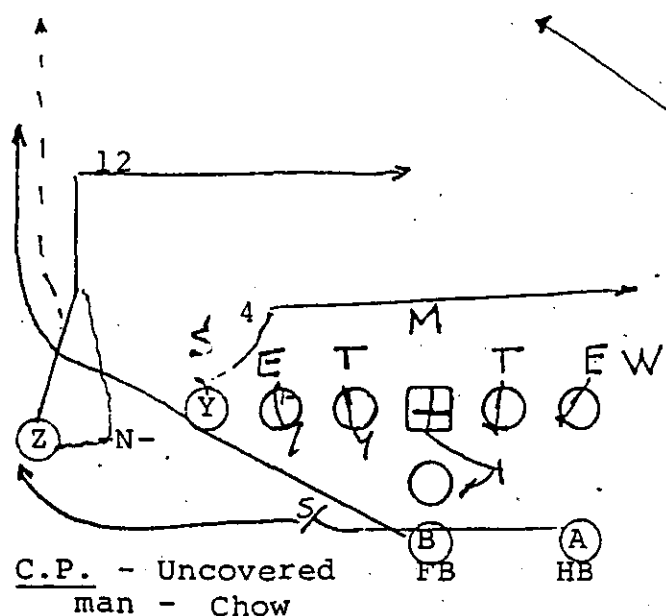
ZOOM FULL LT SLOT - 445 TRAP X POST A FLY



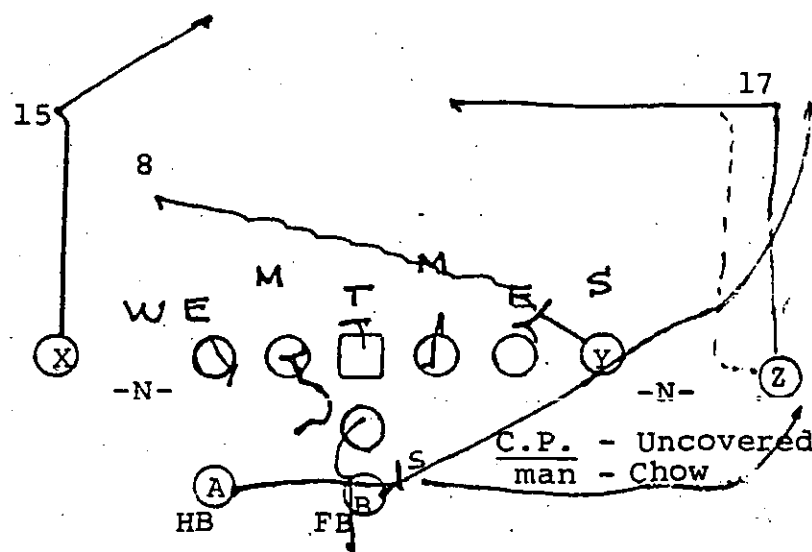
ZOOM FULL RT SLOT - 444 TRAP X POST A FLY



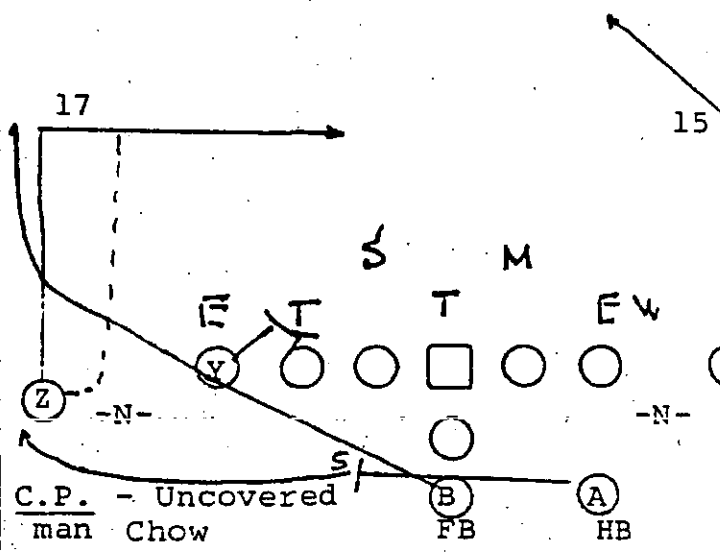
(ZOOM SHORT) FAR RIGHT 459 - Z CROSS



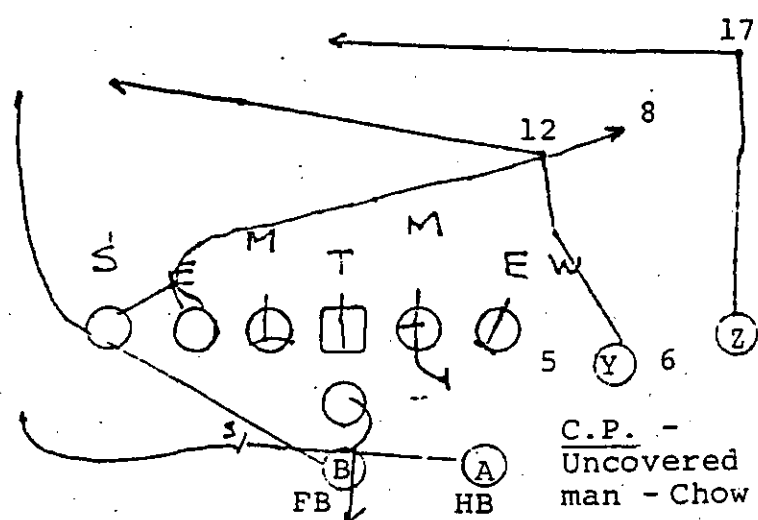
(ZOOM SHORT) FAR LEFT 458 - Z CROSS



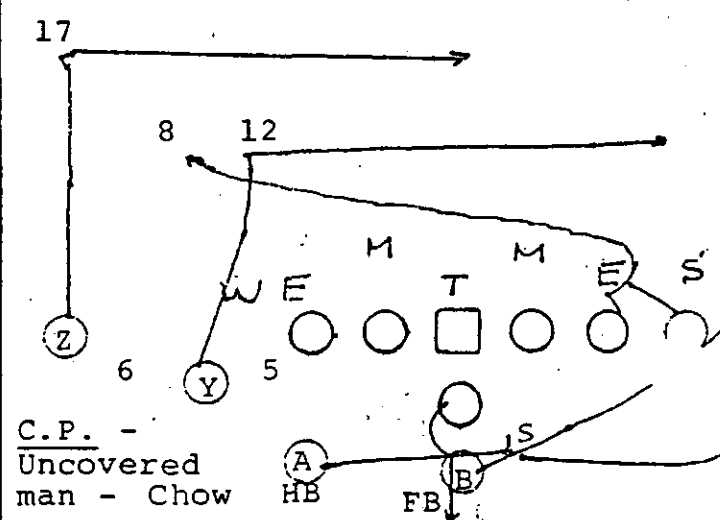
(ZOOM SHORT) FAR RIGHT 459 - Y SNEAK



(ZOOM SHORT) FAR LEFT 458 - Y SNEAK

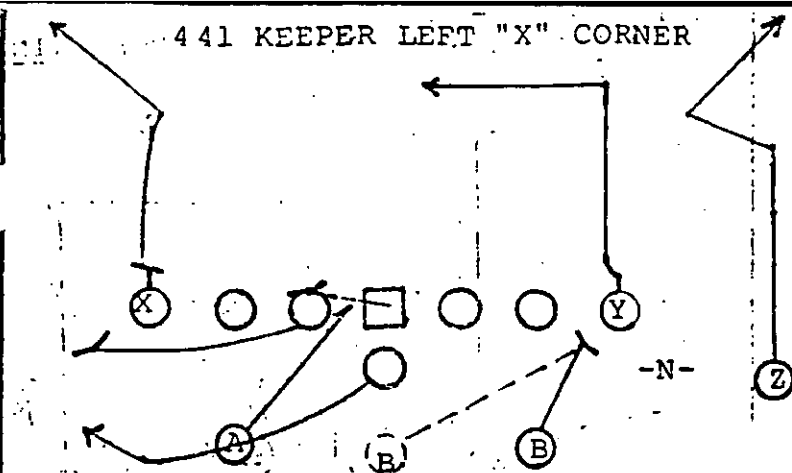
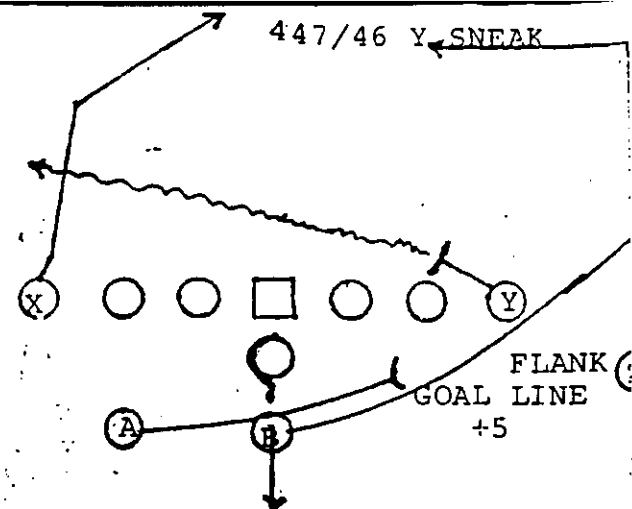


FAR LEFT SLOT 458 - Y SNEAK

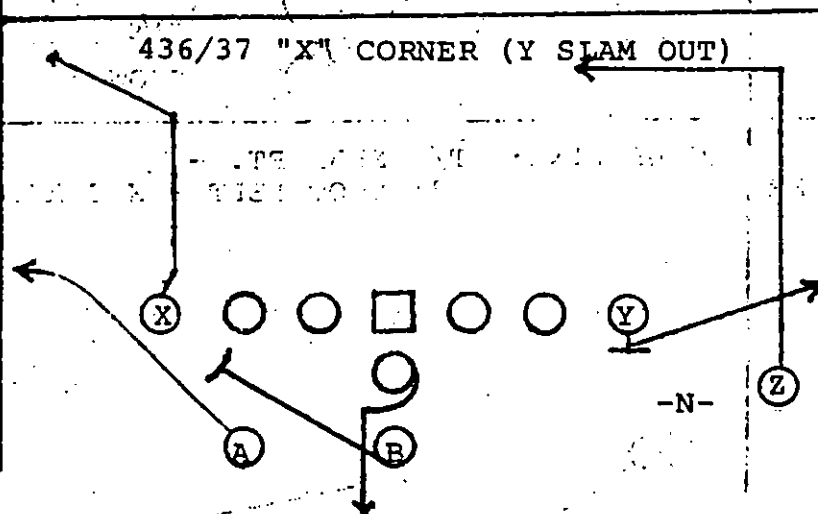


FAR RIGHT SLOT 459 - Y SNEAK

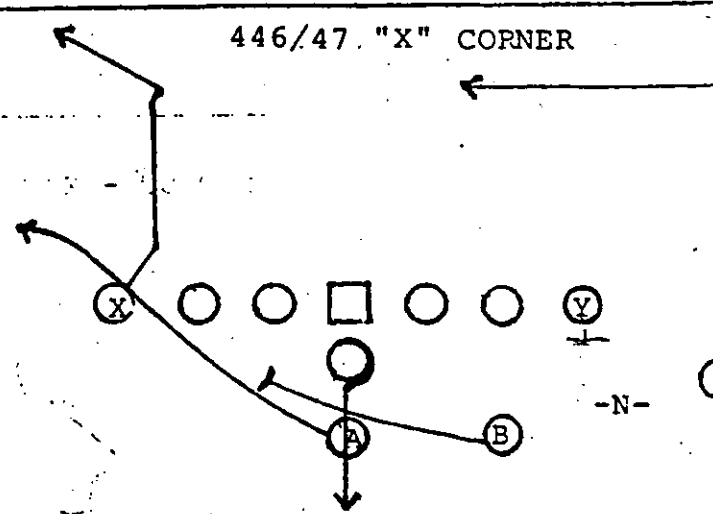
441 KEEPER LEFT "X" CORNER

447/46 Y SNEAK

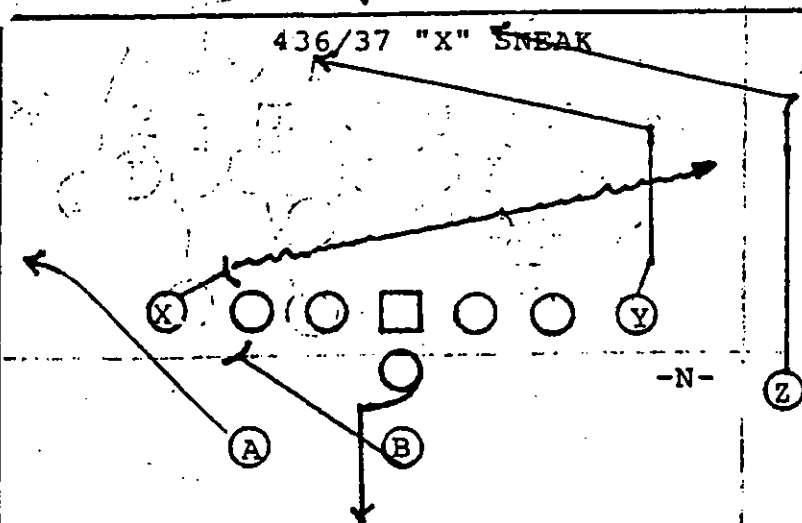
436/37 "X" CORNER (Y SLAM OUT)



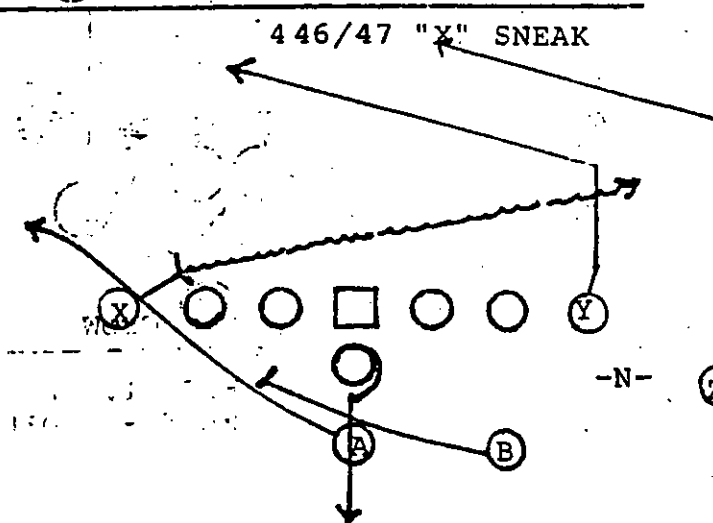
446/47. "X" CORNER



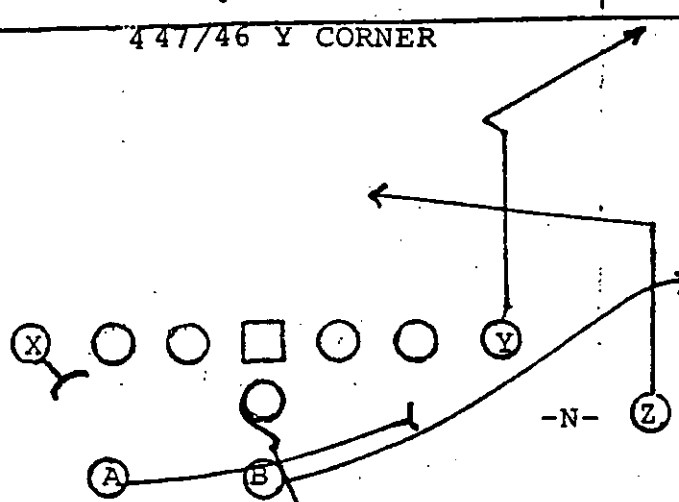
436/37 "X" ~~SNEAK~~



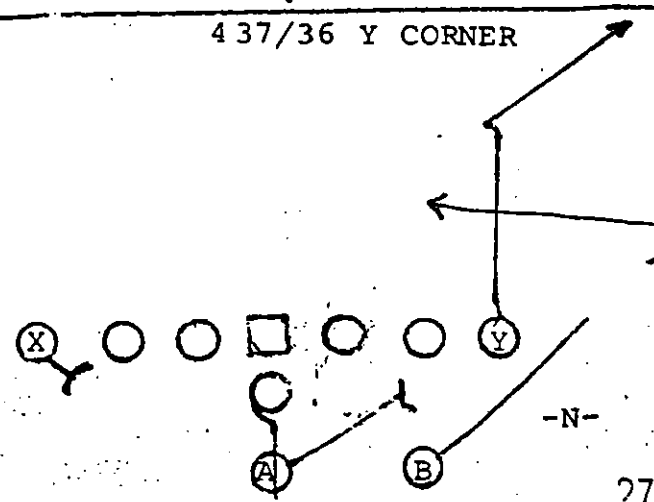
446/47 "X" SNEAK



447/46 Y CORNER



4 37/36 Y CORNER



31-30 WEDGE

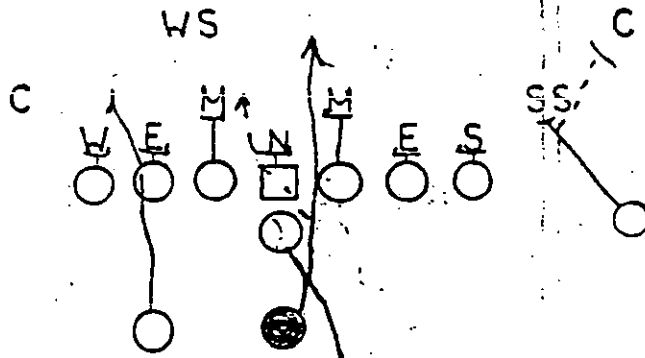
ON T #2)
 ON G #1)
 C #0)
 OFF G #1)
 OFF T #2)
 "Y" #3)

VS. EVEN -- WEDGE

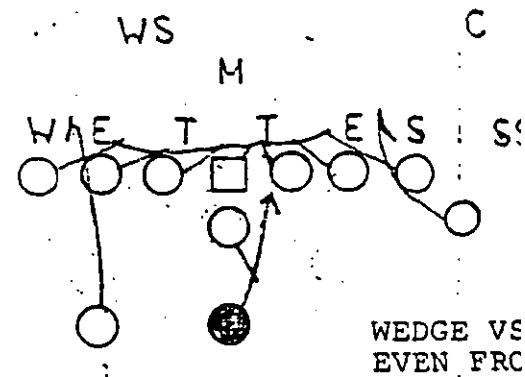
FORMATION

T/FLANK FAR BOTH
 T/FLANK "I" BOTH

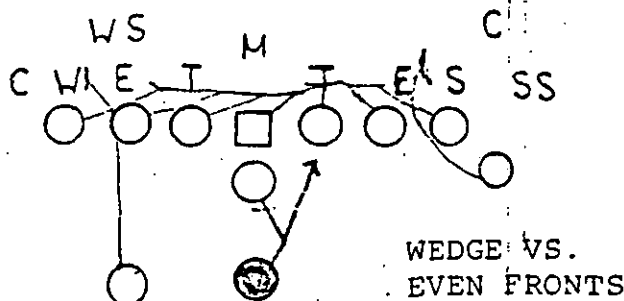
3-4



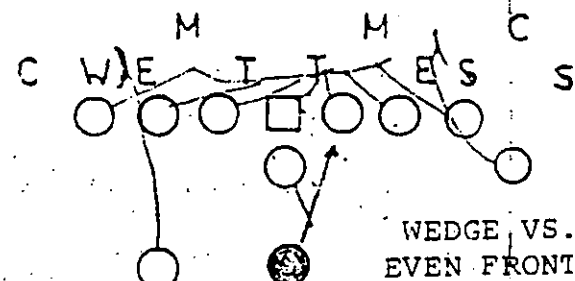
6-1 (INSIDE)



6-1 (OUTSIDE)



6-2 SUB



30-31 WEDGE

QUARTERBACK Open - hand to ball carrier as deep as possible.

BALL CARRIER BUBBLE - Drive at onside leg of Center - read block on Nose Tackle.
GUARD COVERED - Drive at inside leg of onside Guard (Wedge).

REMAINING BACK Drive at inside leg of Offside Tackle - seal outside of Tight "X".

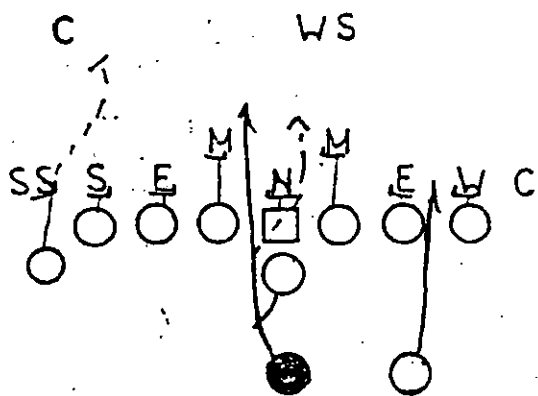
"Z" (FLANK) Wedge on outside hip of "Y".

"X" (TIGHT) Wedge on outside hip of Tackle.

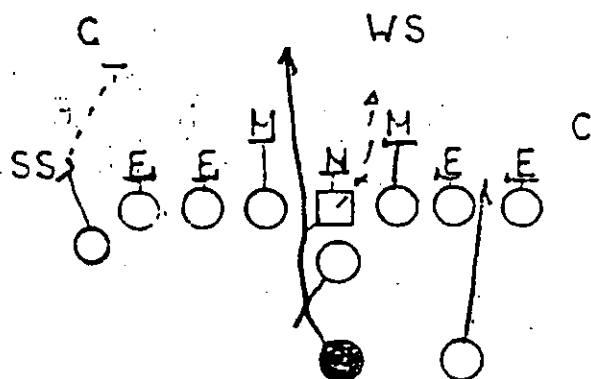
ADJUSTMENTS

WEDGE vs. EVEN FRONTS

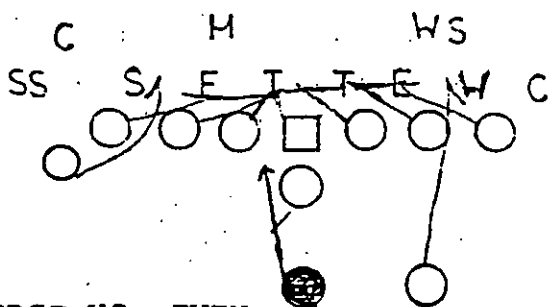
3-4



TOM - SUB

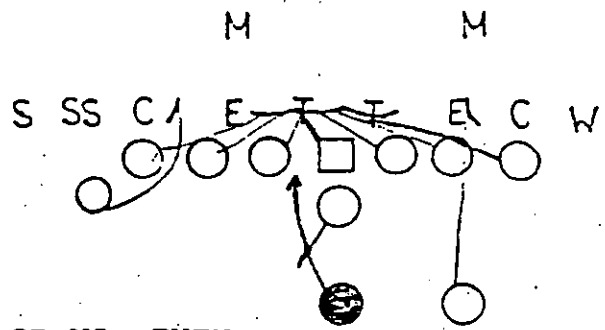


6-1 SMASH



WEDGE VS. EVEN

6-2 OUT CALL



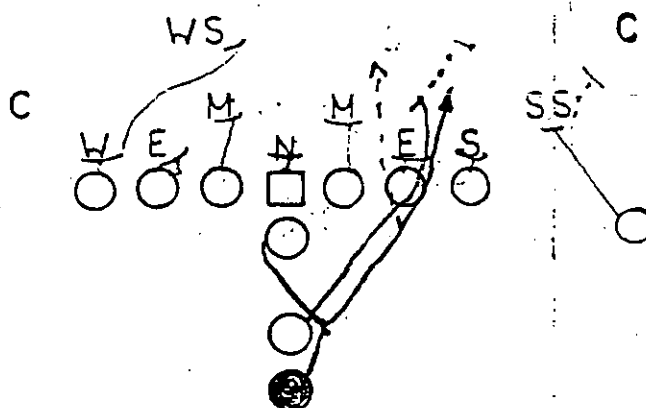
WEDGE VS. EVEN

ON T #2 - Possible Double - Triple Slip
 ON G #1 - Possible Slip - Double Slip
 C #0 - Possible Slip.
 OFF G #1
 OFF T #2
 "Y" #3 - Possible Triple Slip

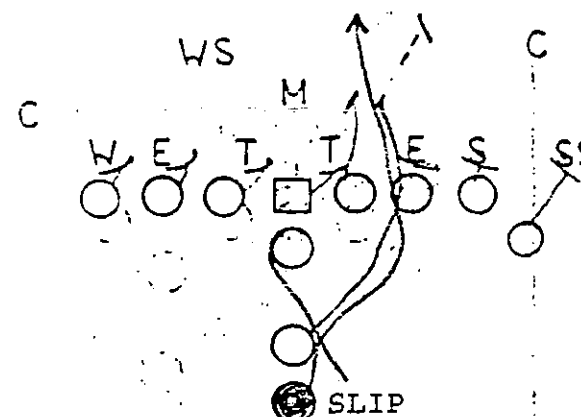
FORMATION

T/FLANK "I" BOTH
 T/FLANK FAR STRONG

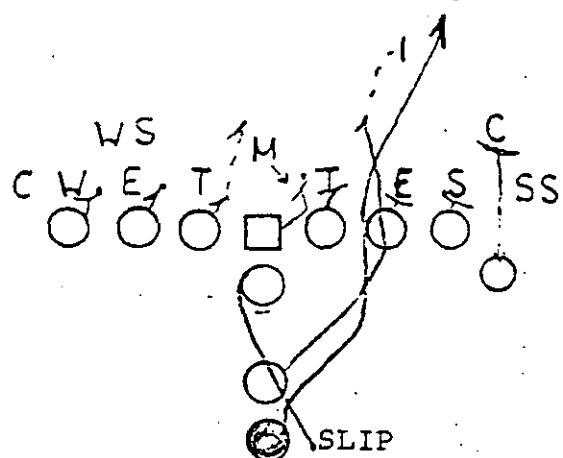
3-4



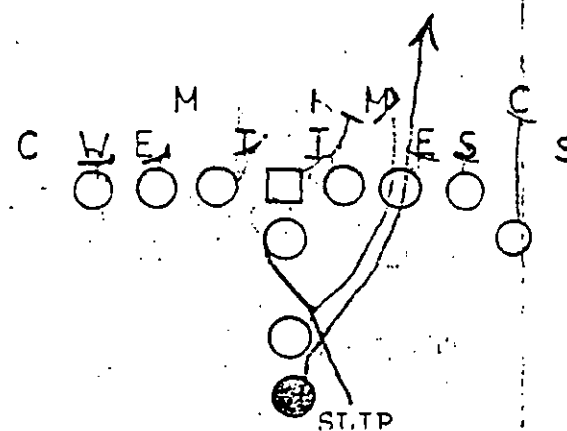
6-1 (INSIDE)



6-1 (OUTSIDE)



6-2 SUB



QUARTERBACK Reverse - hand to ball carrier ("I"-deep as possible).

BALL CARRIER Drive at butt of offensive Tackle - read block on defensive end.

REMAINING BACK Drive at butt of offensive Tackle - clean defensive end or go through on next inside linebacker.

"Z" (FLANK) Strong Safety

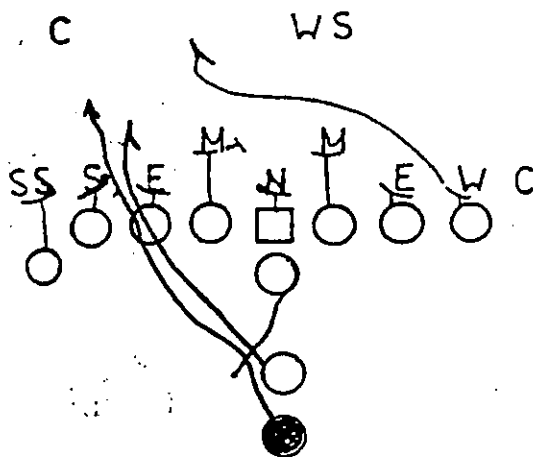
"X" (TIGHT) #3

NOTE: Can run "Z" Reverse

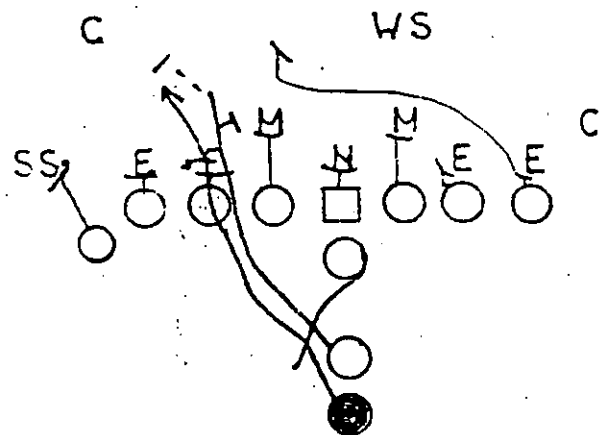
ADJUSTMENTS

SLIP
DOUBLE SLIP
TRIPLE SLIP

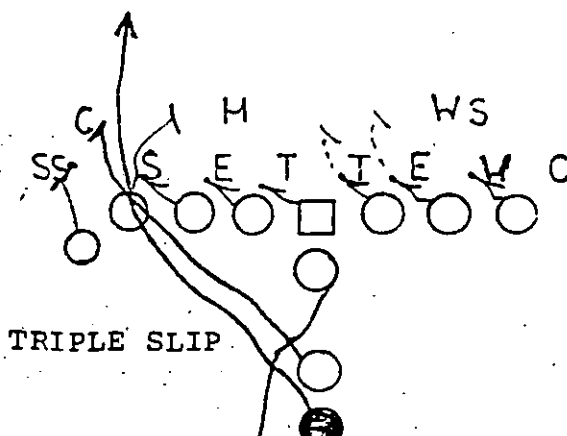
3-4



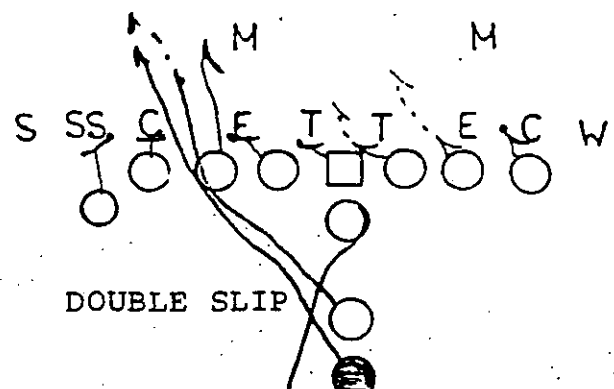
TOM - SUB



6-1 SMASH



6-2 OUT CALL

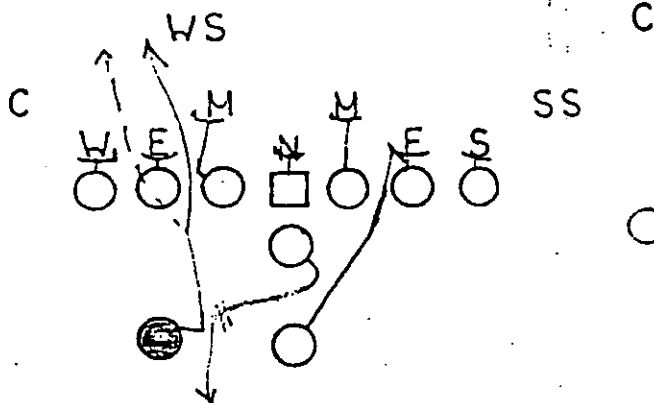


ON T #2 - Base Area; Vs. Even Base.
 ON G #1 - Base Area; Vs. Even Base.
 C #0; Vs. Even - Reach #1
 OFF G #1
 OFF T #2
 "Y" #3

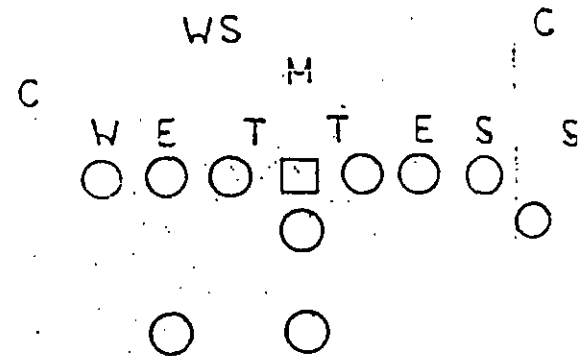
FORMATION

T (FLANK) FAR - WEAK
 ODD FRONTS
 SUB 6-2

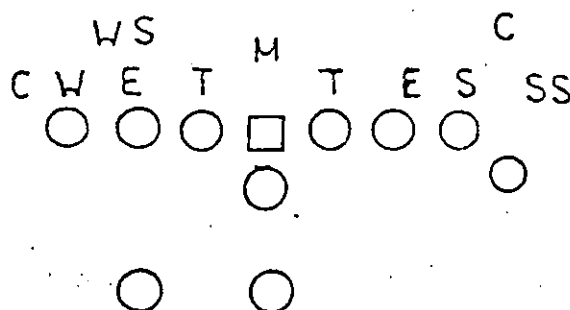
3-4



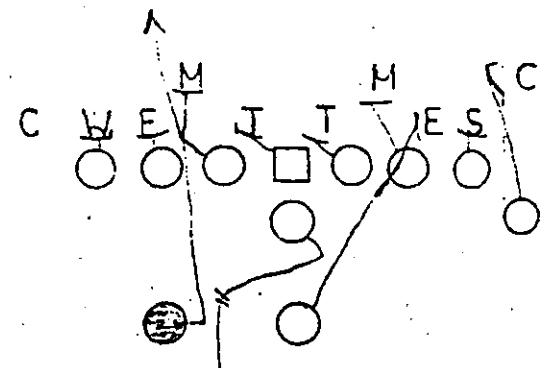
6-1 (INSIDE)



6-1 (OUTSIDE)



6-2 SUB



QUARTERBACK Reverse - hand as deep as possible to ball carrier.

BALL CARRIER Slide step with inside foot - drive to hole number.
Read Base Block.

REMAINING BACK Drive at outside leg of offside Offensive Guard.

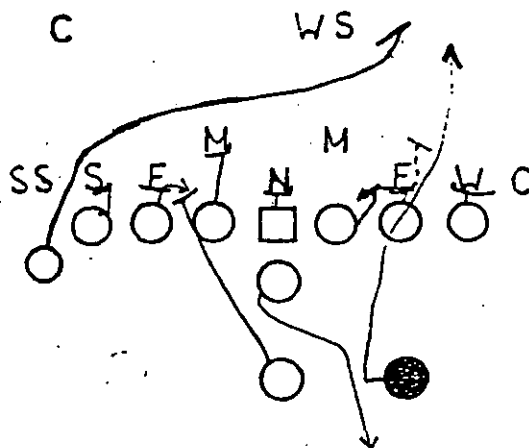
"Z" (FLANK) Strong Safety

"X" (TIGHT) #3

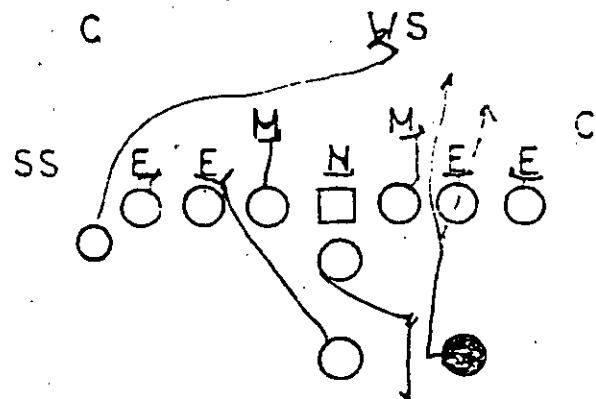
ADJUSTMENTS

BASE AREA

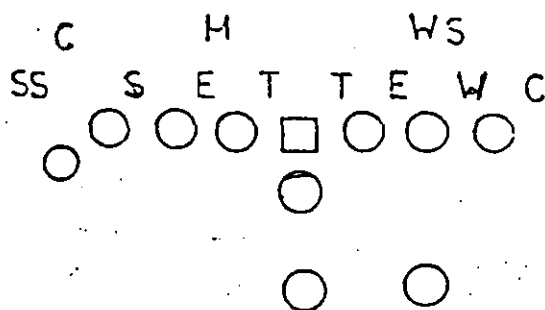
3-4



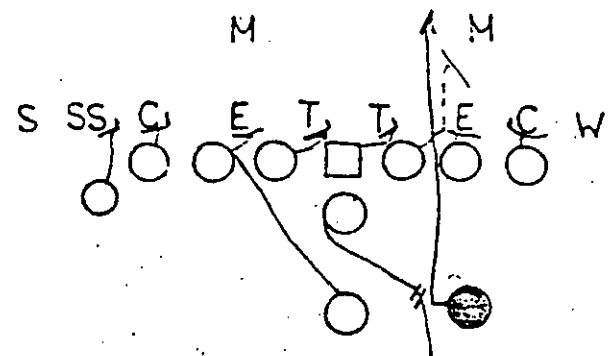
TOM - SUB



6-1 SMASH



6-2 OUT CALL



ON T #2 - Possible Pinch (alert "SOLID" call) - Double & Triple Slip

ON G #1 - Possible Gar - Pinch (alert "SOLID" call) - Slip

C #0 - Possible Scoop - Slip

OFF G #1 - Possible Rim - Scoop

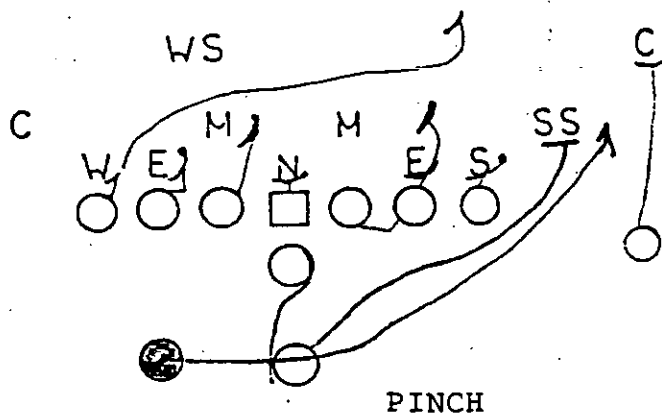
OFF T #2; Vs. Even - Pull Seal

"Y" #3 (Alert "SOLID" call - end man in 6 alignment).

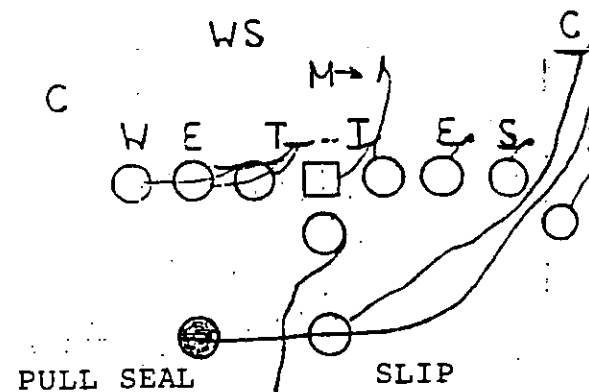
FORMATION

T/FLANK FAR - STRONG
TIGHT NEAR - WEAK

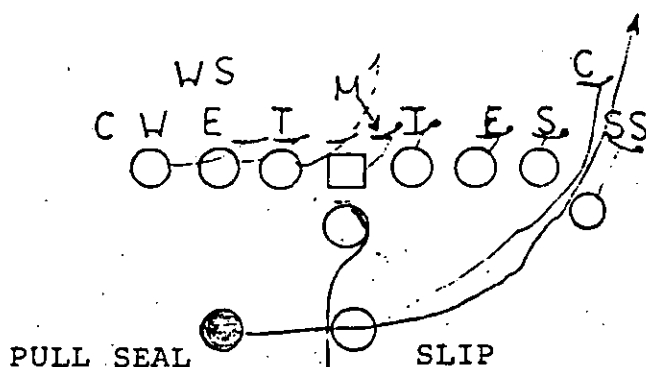
3-4



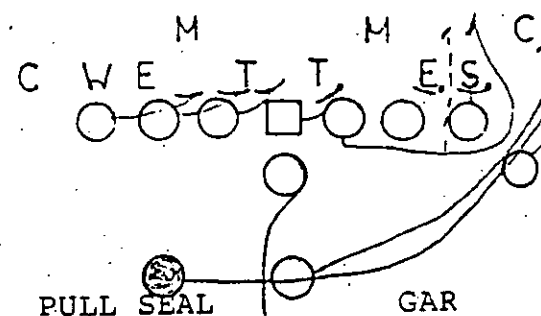
6-1 (INSIDE)



6-1 (OUTSIDE)



6-2 SUB



QUARTERBACK Reverse - handoff to ball carrier.

BALL CARRIER Sprint across backfield for handoff - read Tight End block. Alert "Out Call", think inside.

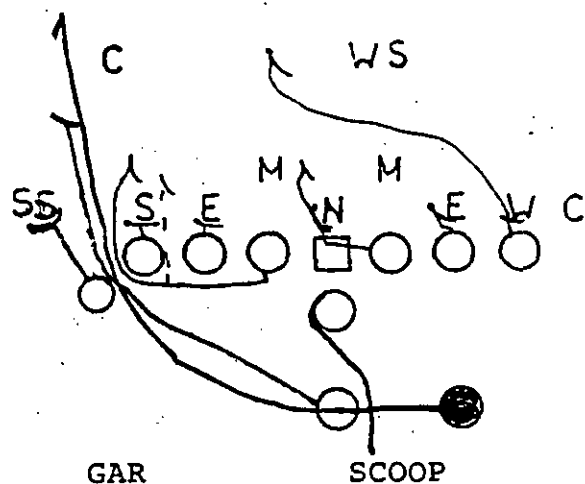
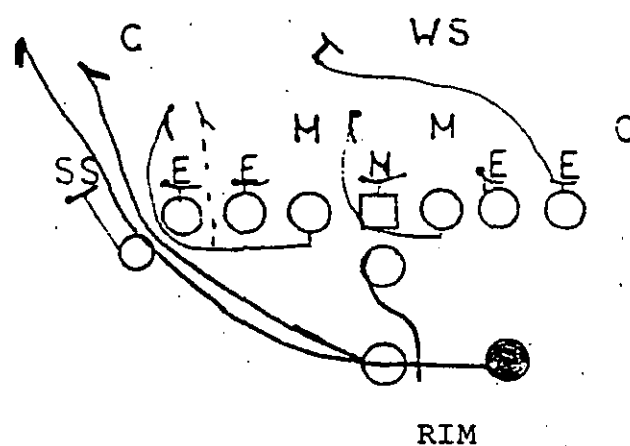
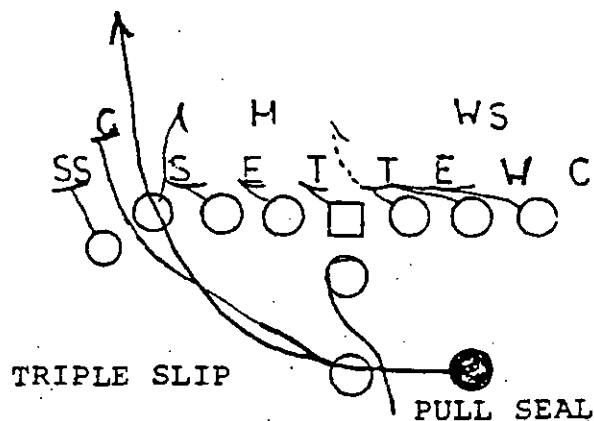
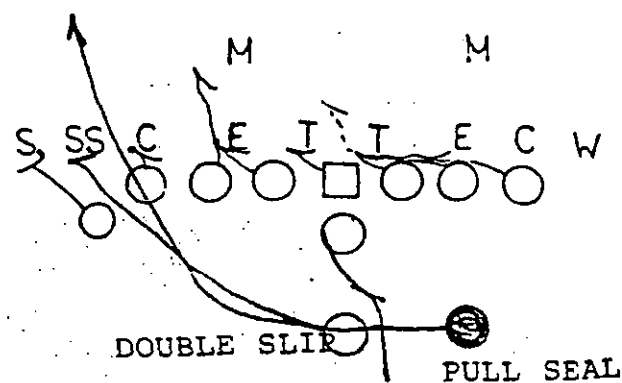
REMAINING BACK Drive at outside leg of Tight End (X-Y) block first force. Tight Flank/Formation - second force. Vs. "Out Call" - block corner

"Z" Second Force.
Tight/Flank Formation - first force.

"X" #3; Vs. Even - Pull Seal:

ADJUSTMENT

OUT CALL
DOUBLE - TRIPLE SLIP

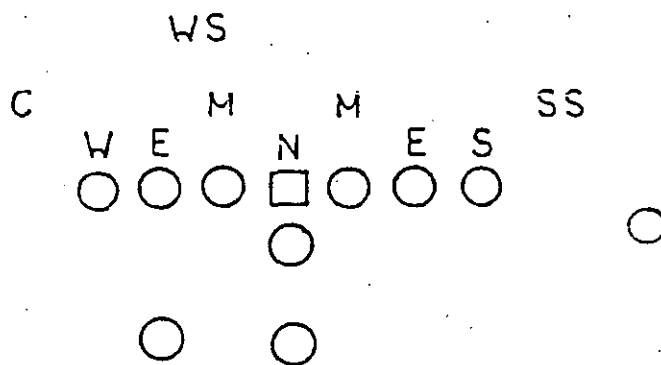
3-4TOM - SUB6-1 SMASH6-2 OUT CALL

ON T #2; Possible Gap - #1
 ON G Pull, kickout end man on the L.O.S.
 C #1; Possible Gap - #0
 OFF G #1 -)
 OFF T #2 -) Vs. Even - Pull Seal
 "Y" #3; "Gap" call - block #2; "SOLID" call man block #3
 (end man in 6 alignment).

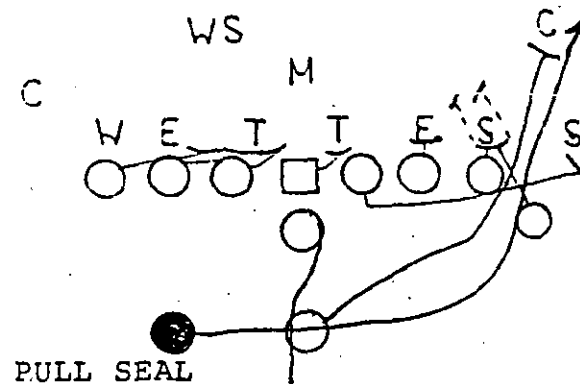
FORMATION

T/FLANK FAR - STRONG

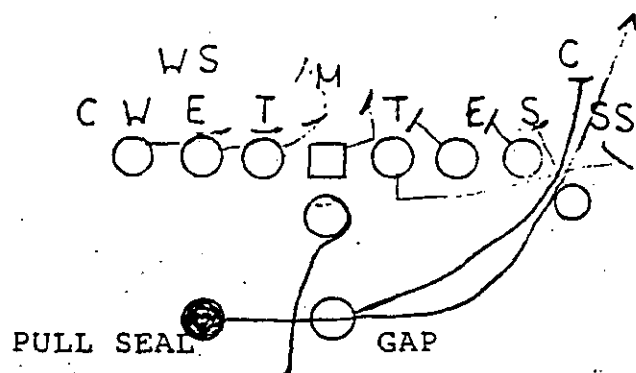
3-4



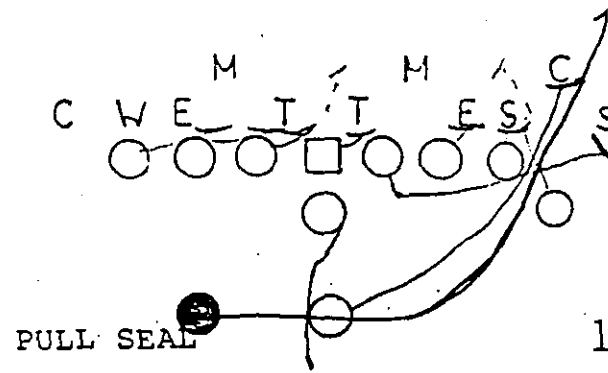
6-1 (INSIDE)



6-1 (OUTSIDE)



6-2 SUB



58-59 POWER LEAD FORCE

QUARTERBACK Reverse - handoff to ball carrier.

BALL CARRIER Sprint across backfield for handoff - establish a good relationship with onside pulling Guard and key his block. Favor Power Block of Tight End and Flanker.

REMAINING BACK Drive at outside leg of Tight End (Y), lead thru hole for second force.

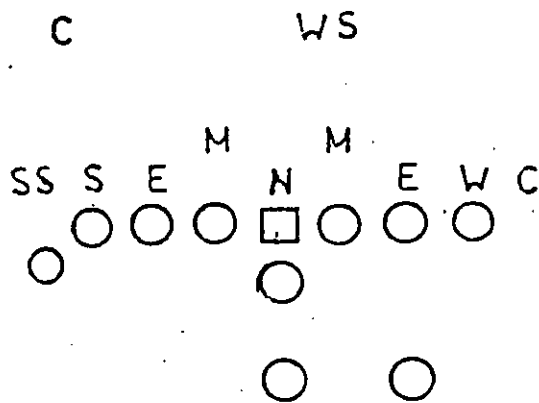
"Z" (FLANK) #3 - Power Quad Area. Alert "Gap" call - block #3; alert "SOLID" call - block Mike.

"X" (TIGHT) #3; Vs. Even - Pull Seal.

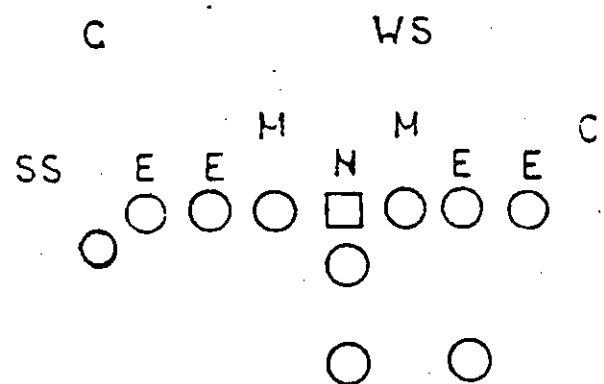
ADJUSTMENTS

GAP

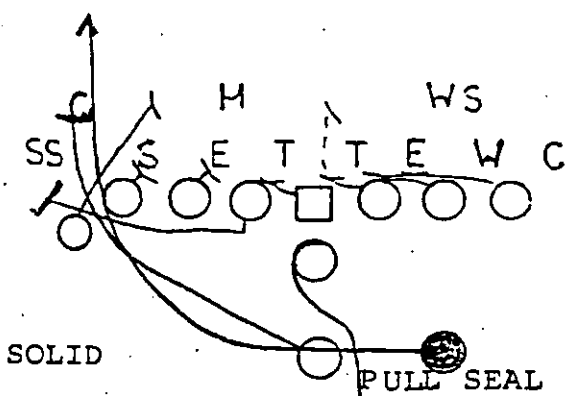
3-4



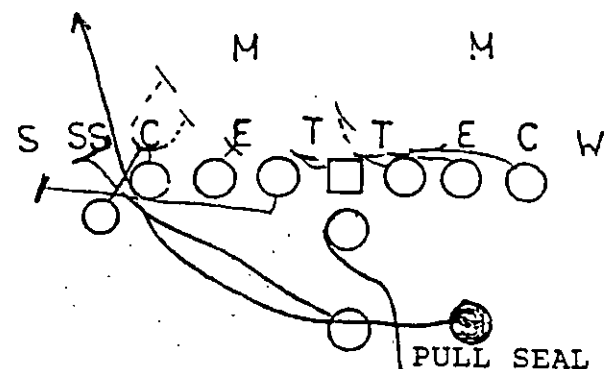
TOM - SUB



6-1 SMASH



6-2 OUT CALL



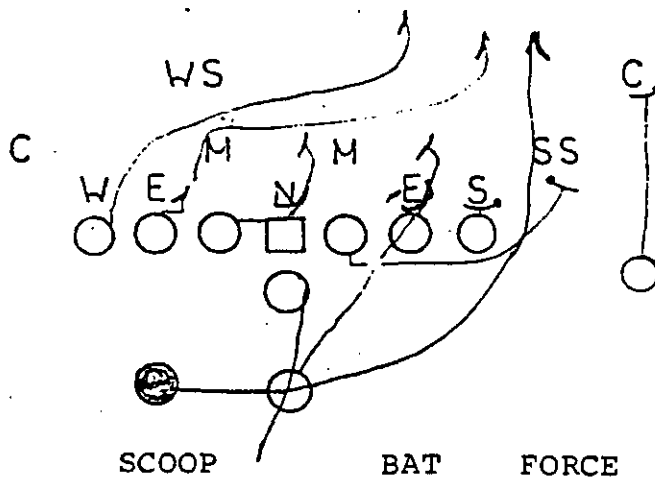
BELLY 49-48 FORCE

ON T #2 - Possible Bat. Possible Triple Slip.
 ON G PULL, block First force. (Alert "Out Call")
 C #0 - Possible Scoop; Vs. Even - Area
 OFF G #1 - Possible Rim - Scoop)
 OFF T #2 - Possible Weak Safety) Vs. Even - Pull Seal
 "Y" ONSIDE - #3
 OFFSIDE - #3 - Hard inside release, crossfield.
 Vs. Even - Pull Seal

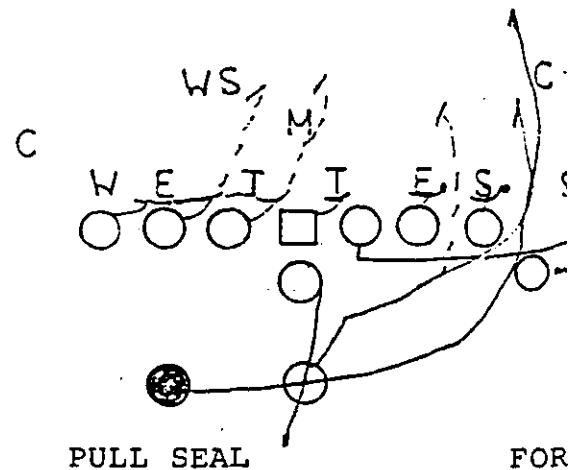
FORMATION

FAR - Strong (Moveme
 NEAR - Weak

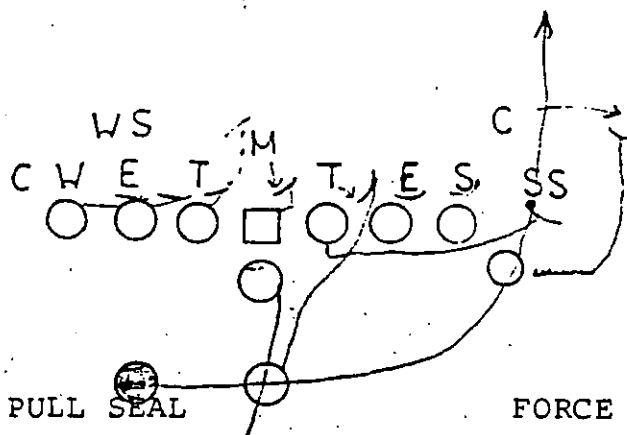
3-4



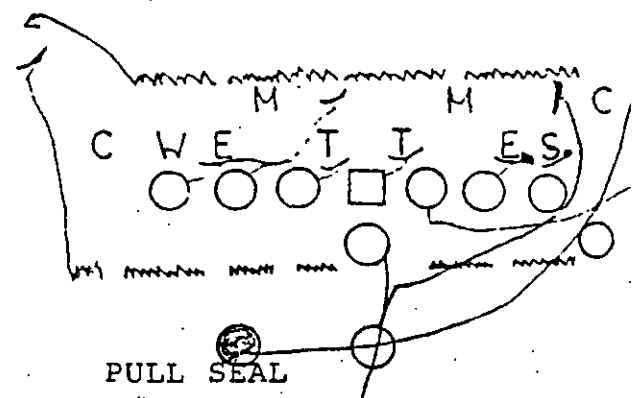
6-1 (INSIDE)



6-1 (OUTSIDE)



6-2 SUB



BELLY 49-48 FORCE

QUARTERBACK Open - hand to ball carrier.

BALL CARRIER Sprint across backfield for handoff - establish a good relationship with onside pulling Guard and key block on end man. Alert "Out Call", think inside.

REMAINING BACK Drive at onside Guard-Tackle gap. Bubble - Track to bubble backer (alert for Ram adjustment - BAT.)
Guard Covered - Clean man over Guard - not there, first inside backer.

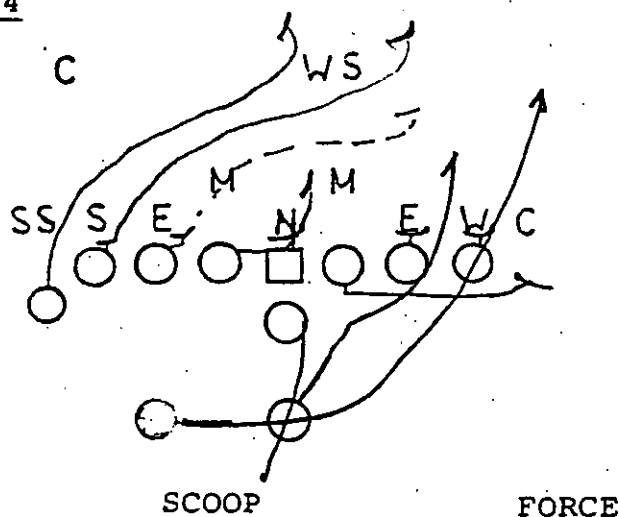
"Z" ONSIDE - Second Force
OFFSIDE - Crossfield

"X" (TIGHT) ONSIDE - #3
OFFSIDE - #3 - Hard inside release, crossfield.
Vs. Even - Pull Seal

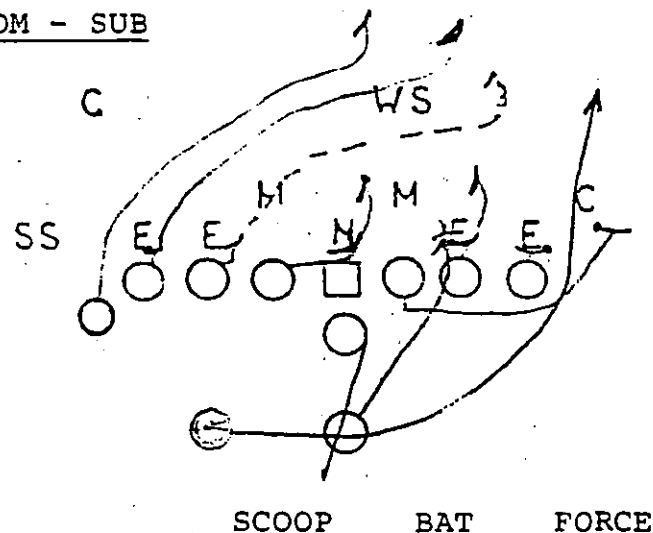
ADJUSTMENTS

Out Call
Bat
Force

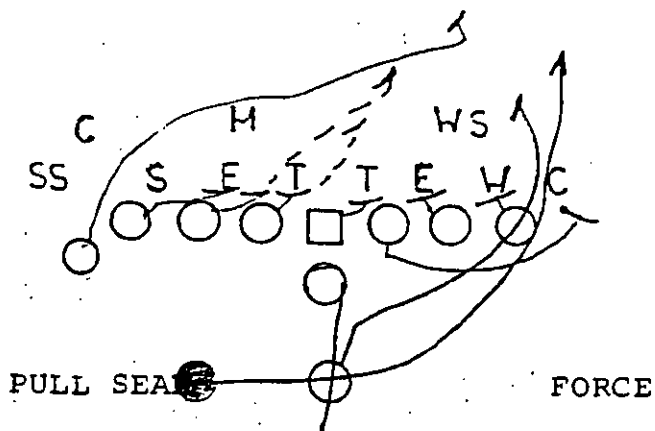
3-4



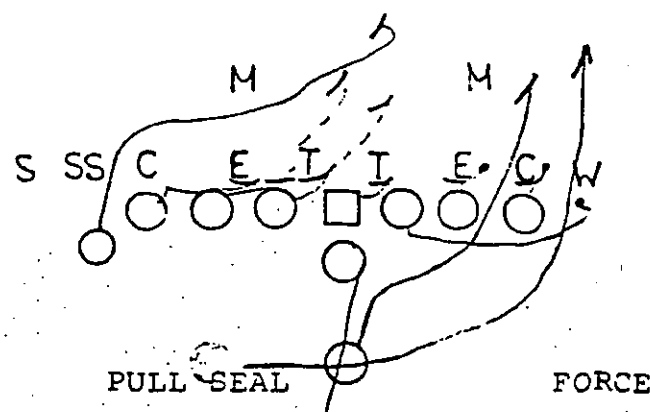
TOM - SUB



6-1 SMASH



6-2 OUT CALL



BELLY 49-48 POWER FORCE

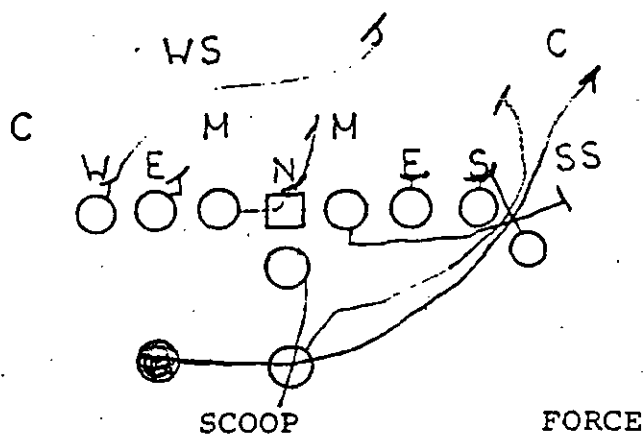
ON T #2 - Possible Bat.
 ON G Pull, kickout end man on the L.O.S. (Force).
 C #0 - Possible Scoop; VS. Even - area.
 OFF G #1 - Possible Scoop - Rim. Vs. Even - Pull Seal
 OFF T #2 - Vs. Even - Pull Seal
 "Y" #3 - Power Quad Area

FORMATION

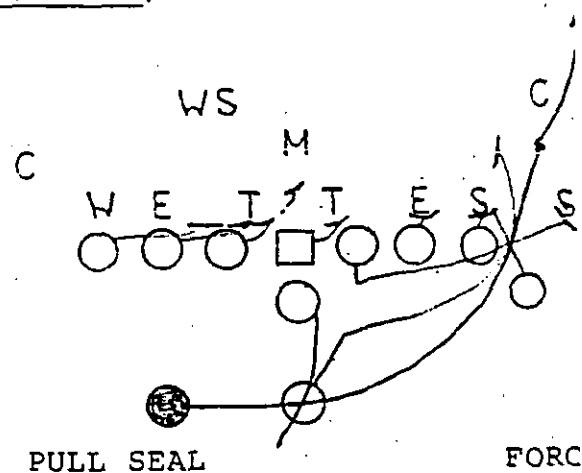
T/FLANK FAR - STRONGSIDE

NOTE: Vs. Odd Fronts
 in Short Yardage
 Situations.

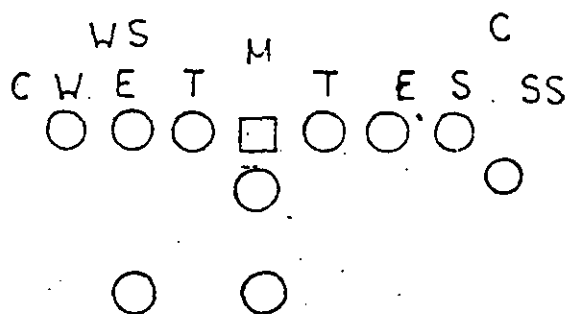
3-4



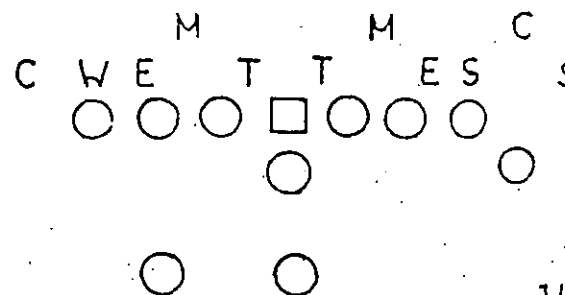
6-1 (INSIDE)



6-1 (OUTSIDE)



6-2 SUB



QUARTERBACK Open-handoff to ball carrier.

BALL CARRIER Sprint across backfield for handoff - establish a good relationship with onside pulling Guard and key his block. Favor Power block of Tight End and Flanker.

REMAINING BACK Drive at onside Guard-Tackle gap. Bubble - Track to Bubble Backer (alert for Ram adjustment - BAT.)
Guard Covered - Clean man over Guard - not there, first inside backer.
 NOTE: No clean or fill, lead thru hole.

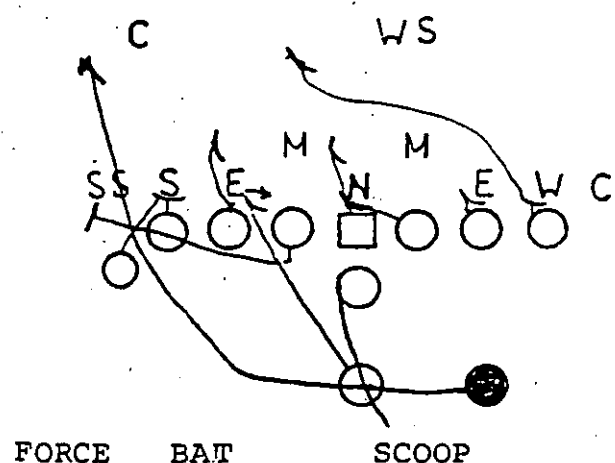
"Z" (FLANK) #3 - Power Quad Area.

"X" (TIGHT) #3 - Hard inside release, crossfield. Vs. Even - Pull Seal

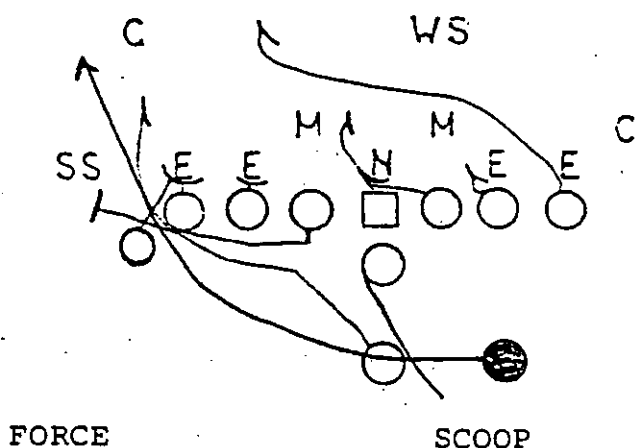
ADJUSTMENT

BAT

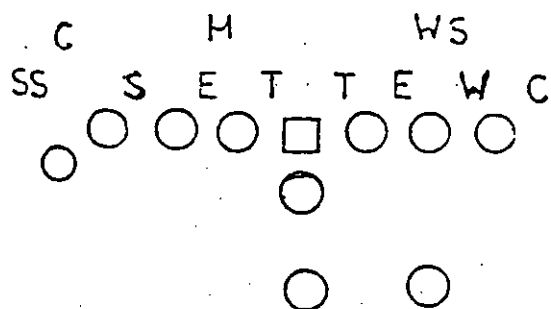
3-4



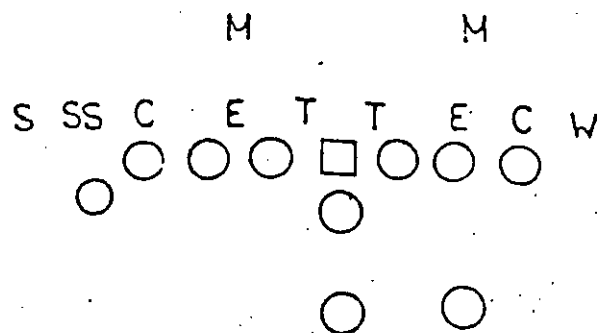
TOM - SUB



6-1 SMASH



6-2 OUT CALL

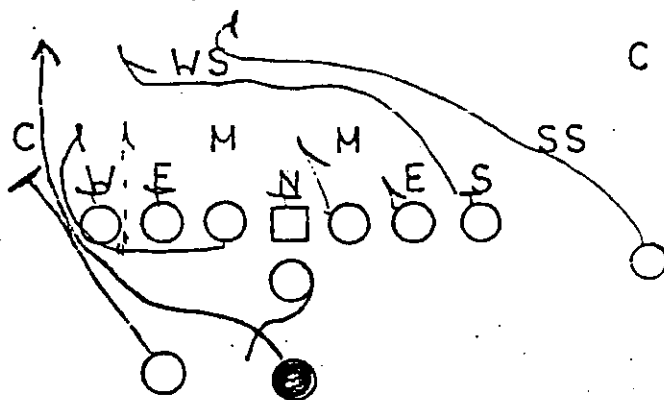


ON T #2 - Possible Pinch - Double - Triple Slip.
 ON G #1 - Possible Gar - Pinch - Slip - Double Slip.
 C #0 - Possible Scoop.
 OFF G #1 - Possible Rim - Scoop)
 OFF T #2) Vs. Even - Pull Seal
 "Y" #3 Hard inside release, crossfield. Vs. Even - Pull Seal

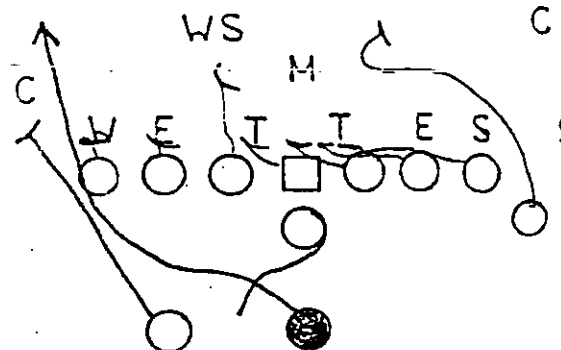
FORMATION

T/FLK FAR - WEAK

3-4



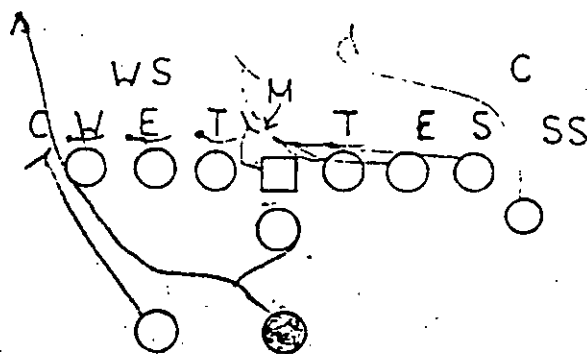
6-1 (INSIDE)



SLIP

PULL SEAL

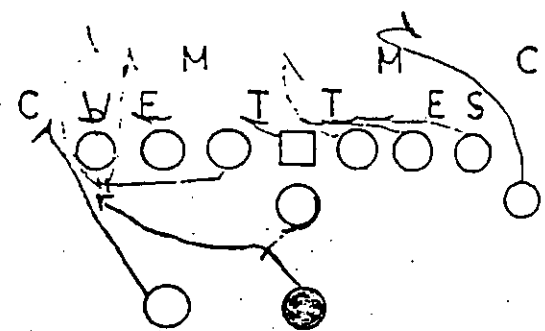
6-1 (OUTSIDE)



SLIP

PULL SEAL

6-2 SUB



GAR

PULL SEAL

QUARTERBACK Reverse - handoff to ball carrier.

BALL CARRIER Short crossover step, drive at the inside leg of Tight-X, at handoff level off and read block on Will. Alert for "Out Call", think inside.

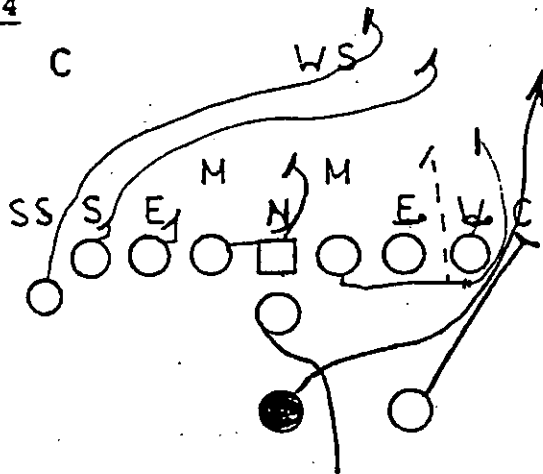
REMAINING BACK Drive at outside leg of Tight-X, block First Force. Alert for "Out Call" - block corner.

"Z" OFFSIDE - Crossfield .

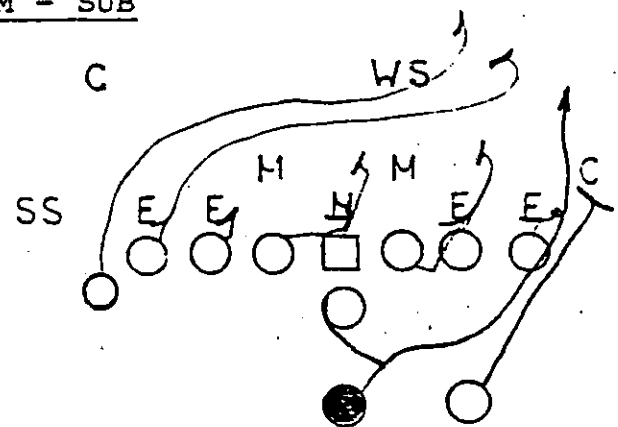
"X" (TIGHT) #3 - Possible Triple Slip. Vs. "Out Call" - Block #4.

ADJUSTMENTS

Out Call
Double Slip
Triple Slip

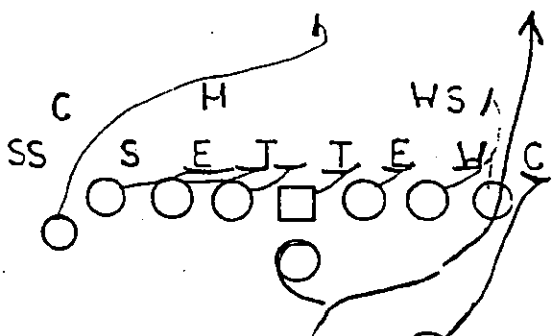
3-4

GAR

TOM - SUB

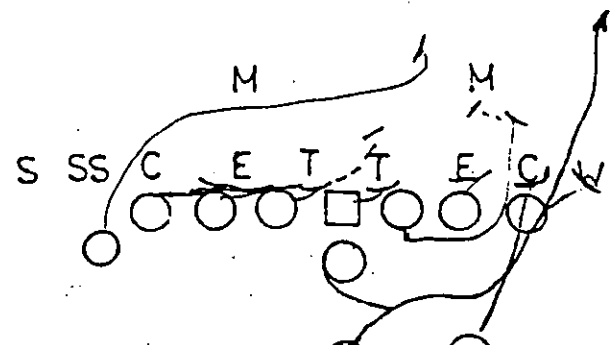
SCOOP

PINCH

6-1 SMASH

PULL SEAL

TRIPLE SLIP

6-2 OUT CALL

PULL SEAL

GAR

ON T #2 - Possible Pinch (alert "SOLID" call) - Double & Triple Slip.

ON G #1 - Possible Gar - Pinch (alert "SOLID" call) - Slip - Double Slip

C #0 - Possible Scoop - Slip.

OFF G #1 - Possible Rim - Scoop)
) VS. Even - Pull Seal.

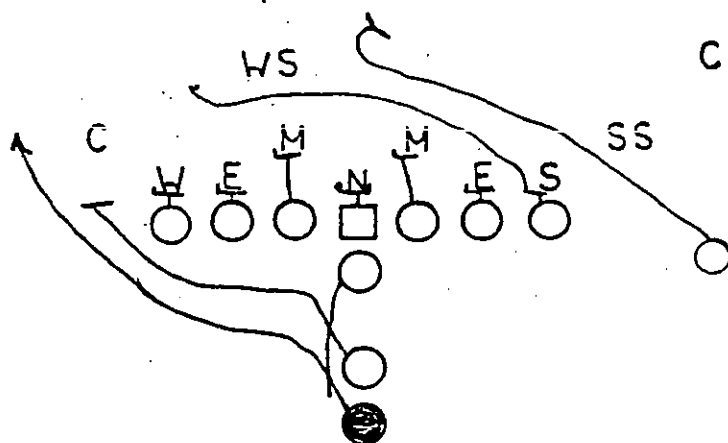
OFF T #2)

"Y" ONSIDE - #3 - Possible Triple Slip - (alert "SOLID" call, end man in 6 alignment.)
 OFFSIDE- #3 - hard inside release, crossfield.
 Vs. Even - Pull Seal

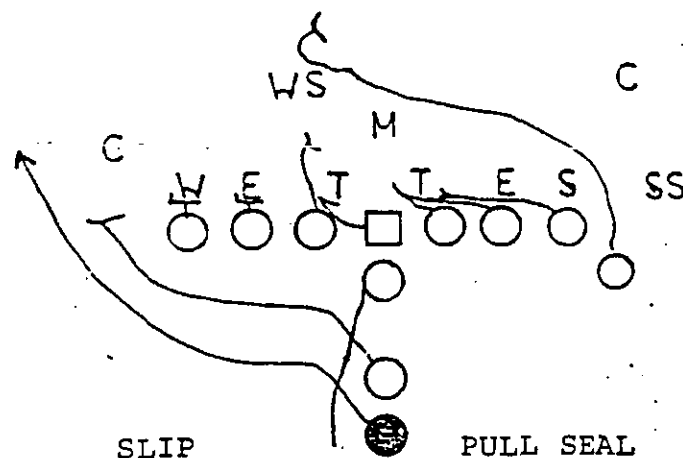
FORMATIONS

T (FLANK) "I" - BOTH

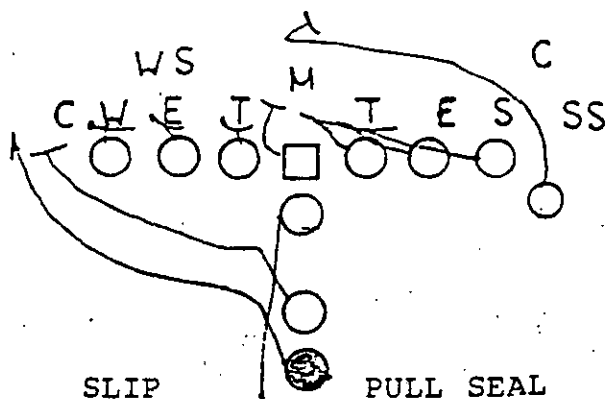
3-4



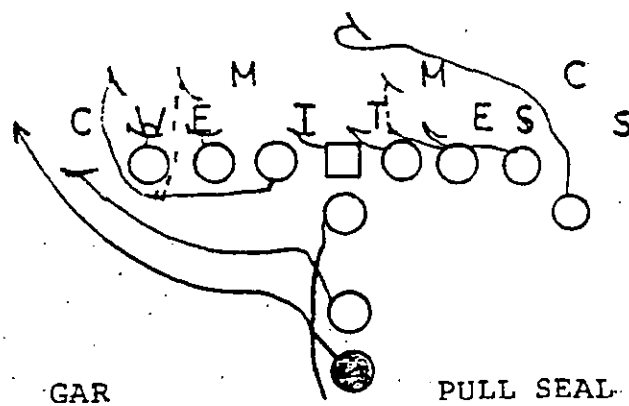
6-1 (INSIDE)



6-1 (OUTSIDE)



6-2 SUB



QUARTERBACK Open - hand deep to ball carrier. (Possible Reverse handoff)

BALL CARRIER Drive for 2 steps at butt of Guard, dip out-side, read block on end man.

REMAINING BACK Drive for 2 steps at butt of Guard - think like Ball Carrier.

STRONGSIDE - Force. Tight/Flank Formation - Second Force.
NOTE: Vs. Out call, think inside.

WEAKSIDE - Tight Formation, block Force.

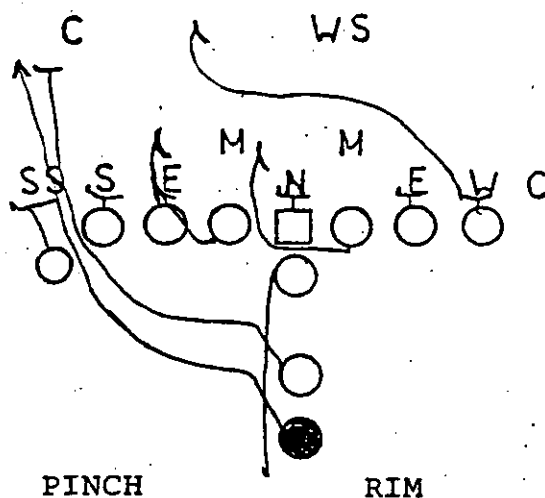
"Z"
ONside - Second Force
- Tight/Flank Formation - First Force.
OFFside - Crossfield

"X" (TIGHT)
ONside - Tight Formation, #3 - Possible Triple Slip (alert "SOLID" call.)
OFFside - Hard inside release - crossfield; Vs. Even - Pull Seal.

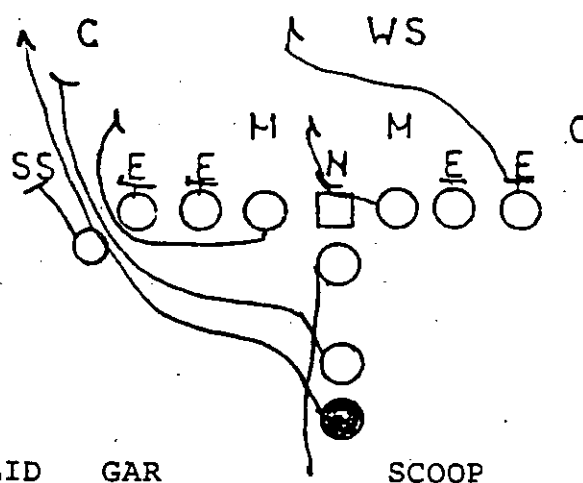
ADJUSTMENTS

"Solid" call
Double slip
Triple slip

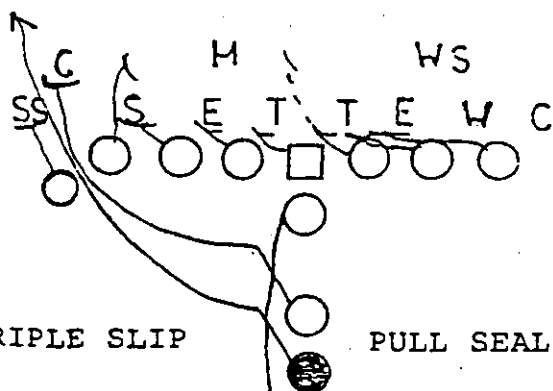
3-4



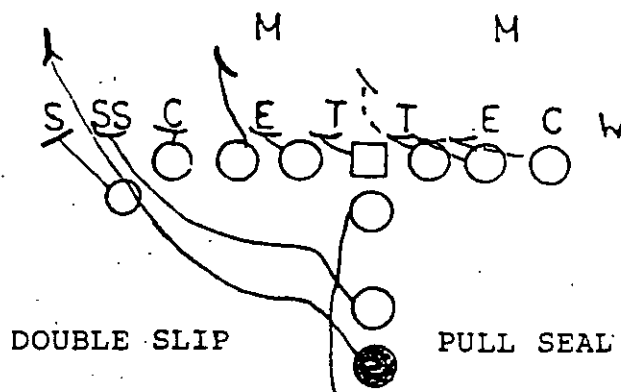
TOM - SUB



6-1 SMASH



6-2 OUT CALL



ON T #2 - Possible Pinch - (Alert "SOLID" call) - Double & Triple Slip.

ON G #1 - Possible Gar - Pinch - (Alert "SOLID" call) - Slip - Double Slip.

C #0 - Possible Scoop - Slip - Car.

OFF G #1 - Possible Rim - Scoop)
) Vs. Even - Pull Seal

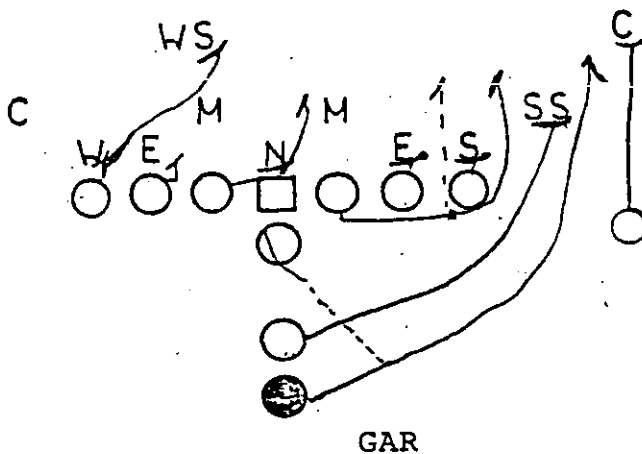
OFF T #2)

"Y" ONSIDE - Possible Triple Slip - (Alert "SOLID" call, end man in 6 alignment.)
OFFSIDE - #3 hard inside release, crossfield
 Vs. EVEN - Pull Seal

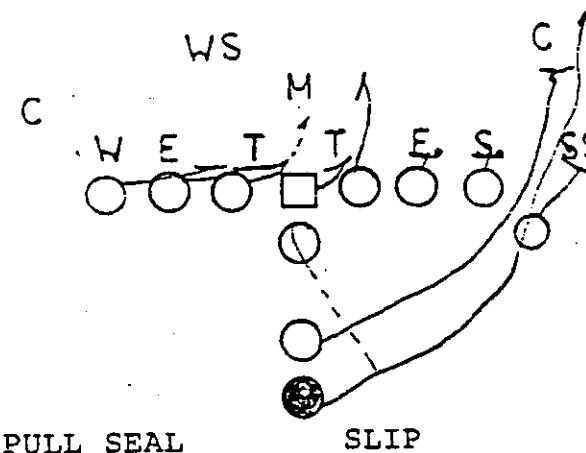
FORMATION

T/FLANK "I" - BOTH

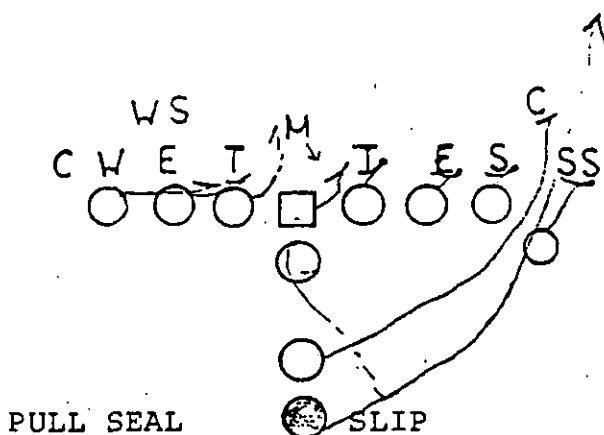
3-4



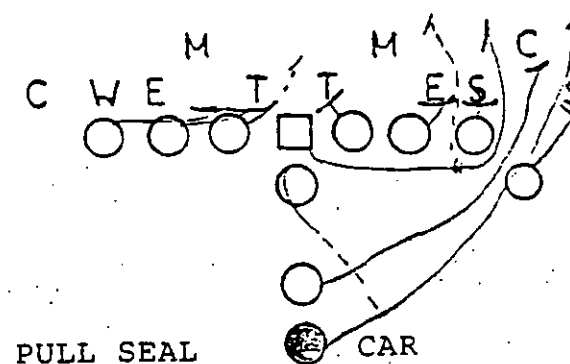
6-1 (INSIDE)



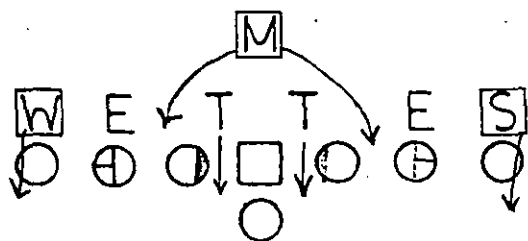
6-1 (OUTSIDE)



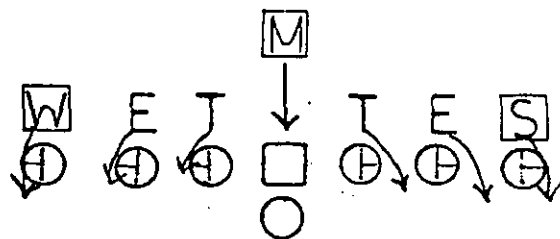
6-2 SUB



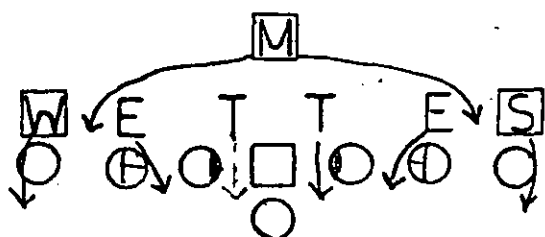
6-1 GOAL LINE (INSIDE)



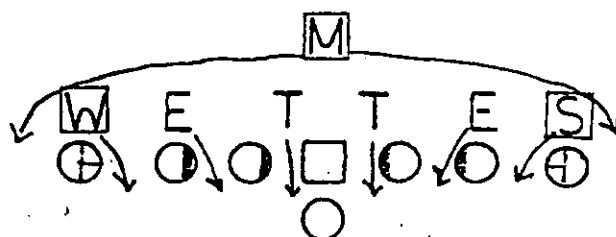
6-1 GOAL LINE (OUTSIDE)



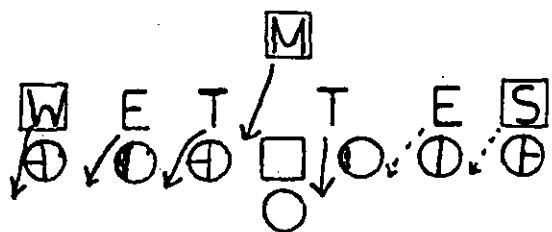
6-1 GOAL LINE RAM



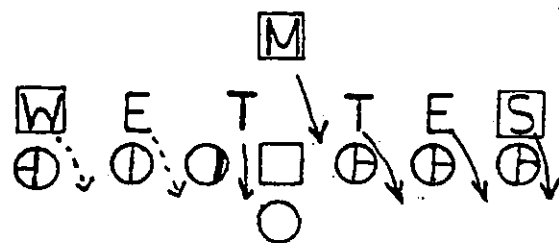
6-1 GOAL LINE SMASH



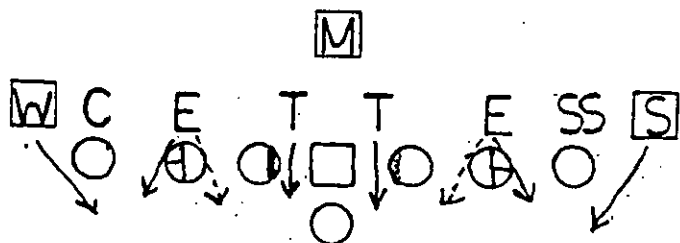
6-1 GOAL LINE VEER (WEAKSIDE)



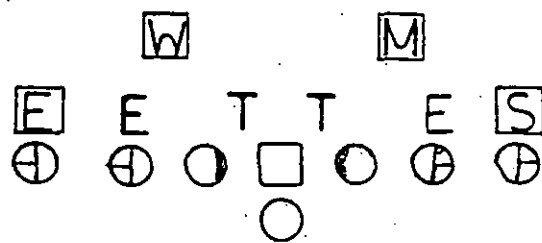
6-1 GOAL LINE SLANT (STRONGSIDE)



DOUBLE OUTCALL



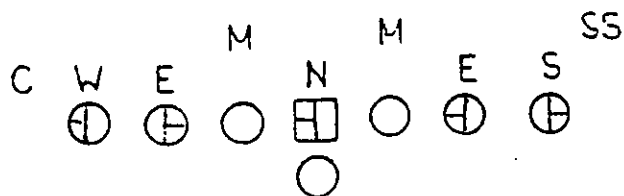
6-2 GOAL LINE - SUB



3-4

WS

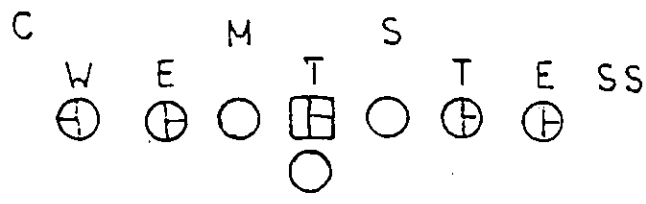
C



TOM

WS

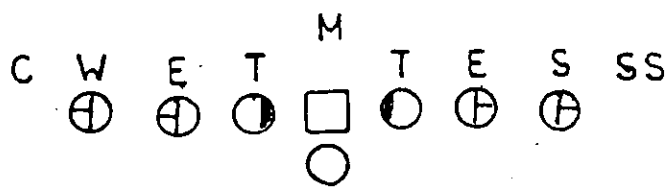
C



4-3 TIGHT

WS

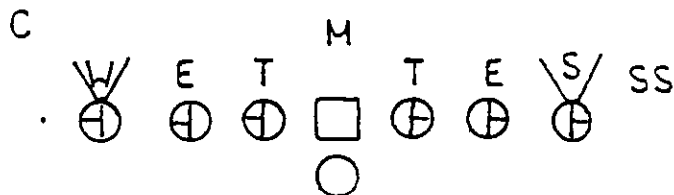
C



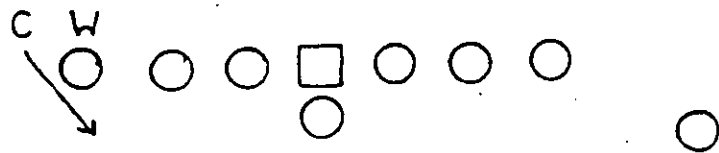
6-1

WS

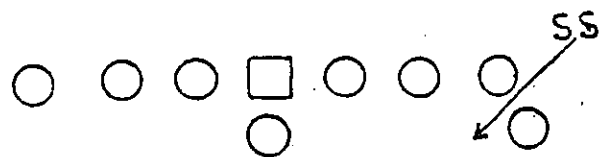
C



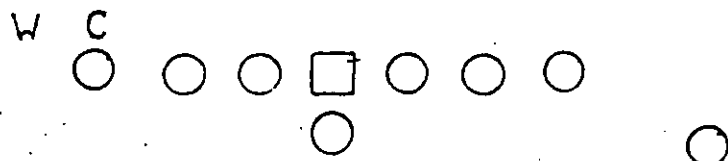
CRASH



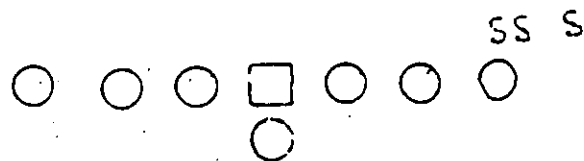
STRIKE



OUTCALL WEAK



OUTCALL STRONG



TERMS USED IN DEFINING GOAL LINE AND SHORT YARDAGE DEFENSES

3-4 Normal defensive line front.

TOM Normal defensive line front.

4-3 TIGHT Outside linebackers (Sam-Will) use two-point stance.

6-1 One or both outside linebackers (Sam-Will) use three-point stance.

SLANT Charge by three or more defensive men TO the strength of the formation.

VEER Charge by three or more defensive men AWAY from the strength of the formation.

CRASH Weakside corner blitz.

STRIKE Strongside defensive back blitz.

OUTCALL Defensive back and outside linebackers exchange locations on the "Y" and/or "X" Ends. (Outcall Strong; Outcall Weak; Double Outcall)

SMASH One or both outside linebackers charge to the inside (C) gap of the "Y" and/or "X" End(s).

SUB Is a substitution defense using linemen and/or linebacker(s) to replace linebacker(s) and/or defensive back(s).

QUARTERBACK - CENTER NOTE:

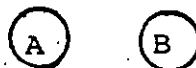
Goal Line or Short Yardage -- If Center is blocking ONSIDE, you must be more conscious of getting snap. Know whether the Quarterback pivot is OPEN or REVERSE.

SHORT YARDAGE AND GOAL LINE PHILOSOPHY (Continued)

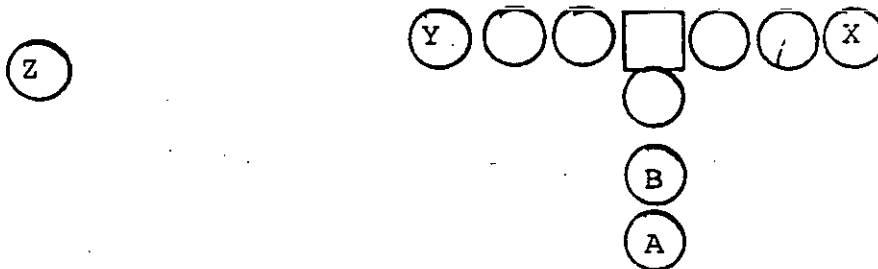
- D. "X" Tight when called "TIGHT" (6" split - or by Game Plan).
- E. Backs adjust alignment by play called (possible cheat up or Back/in or out by Game Plan).

EXAMPLE OF SHORT YARDAGE OR GOAL LINE FORMATION:

TIGHT/FLANK FAR RIGHT



TIGHT "I" LEFT



V. SHORT YARDAGE AND GOAL LINE MUSTS:

- A. Defeat your man PHYSICALLY (no finesse) allow no penetration.
- B. Get under your man and always be LOWER than he is (you must get leverage).
- C. NO penalties. Have POISE and CONFIDENCE.
- D. NO missed assignments. Know your adjustments.
- E. SECOND and THIRD effort is what "Gets it Done".

SHORT YARDAGE AND GOAL LINE PHILOSOPHY

I. SHORT YARDAGE AND GOAL LINE SITUATIONS:

A. SHORT YARDAGE

Third or fourth down, two (2) yards or less (or by Game Plan)

B. GOAL LINE

First down, five (5) yards or less to the Goal Line.

Second/third down, 3 yards or less to the Goal Line.

Fourth down, 2 yards or less to the Goal Line (or by substitution of offensive or defensive Goal Line Personnel).

II. OUR GOALS:

A. Convert ALL Short Yardage situations into First downs.

B. Convert ALL Goal Line situations into Touchdowns.

III. QUARTERBACK AND OFFENSIVE TEAM:

Must know when to gamble for a touchdown or when to go for the first down.

A. Gamble situation is fourth down and very short yardage (less than a yard), with good field position, and a close scoring game.

B. If we fail to make a first down or a touchdown on THIRD DOWN, then it is the HEAD COACH'S decision to go for the first down or kick the field goal on fourth down.

IV. SHORT YARDAGE AND GOAL LINE ADJUSTMENTS:

A. Quarterback will precede all calls with "SHORT YARDAGE" or "GOAL LINE" in the huddle. This is to alert everyone of the situation.

B. Adjustments of splits and stance:

1. Go immediately to "DOWN" position (Guards 3-point - Tackles 4-point stance). (Vs. 3-4 Tackles use 3-point stance)

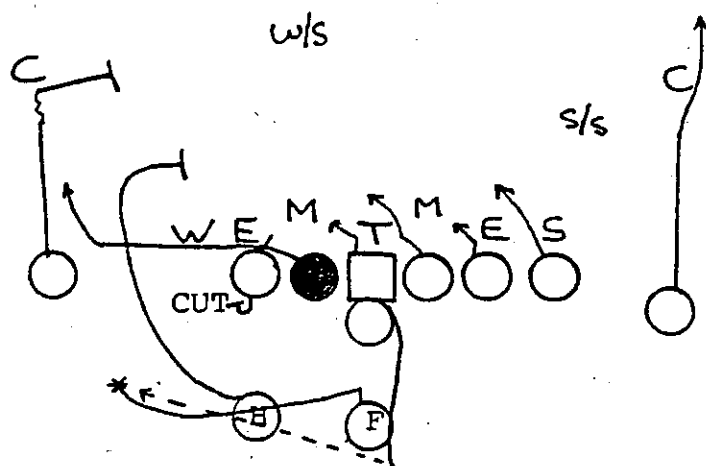
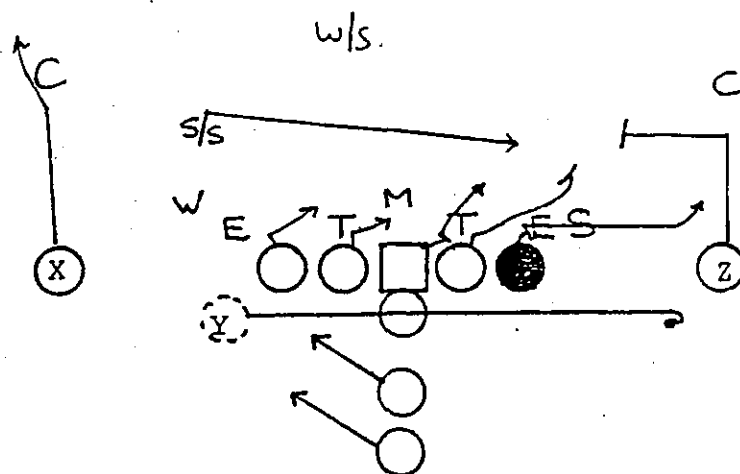
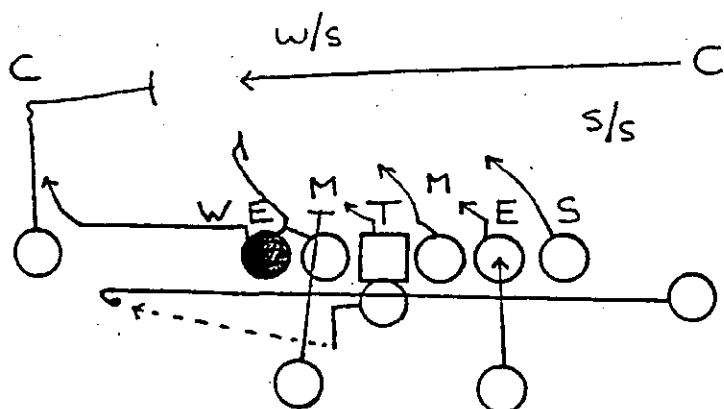
2. Six (6) inch splits (or by Game Plan vs. 3-4 in SHORT YARDAGE situation).

3. Crowd the ball in GOAL LINE situation (by game plan Vs. 3-4 in Short Yardage situation may use 2nd level alignment.)

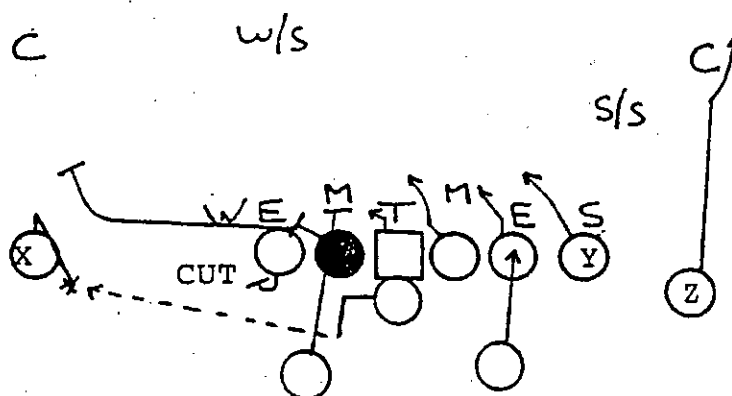
4. More weight on your hand(s).

5. Alert assignment adjustments.

C. Flanker close when called "FLANK", one-foot offset with Tight End.

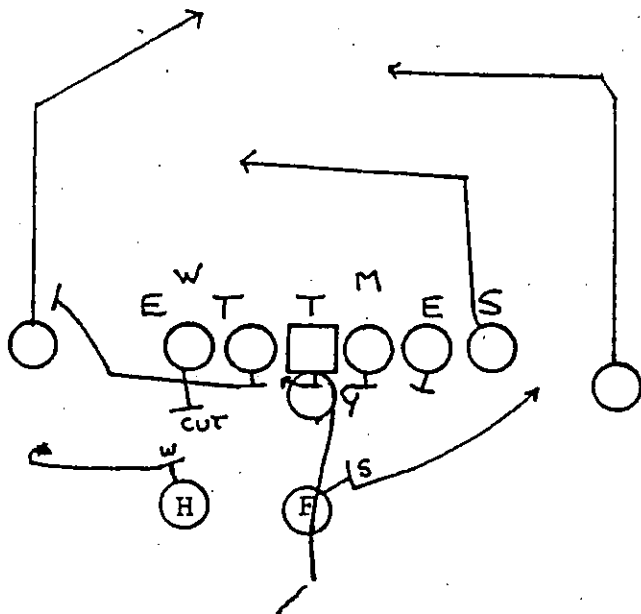


NOTE: Halfback block FIRST Line-backer inside of you as you release and get downfield, could be WILL.

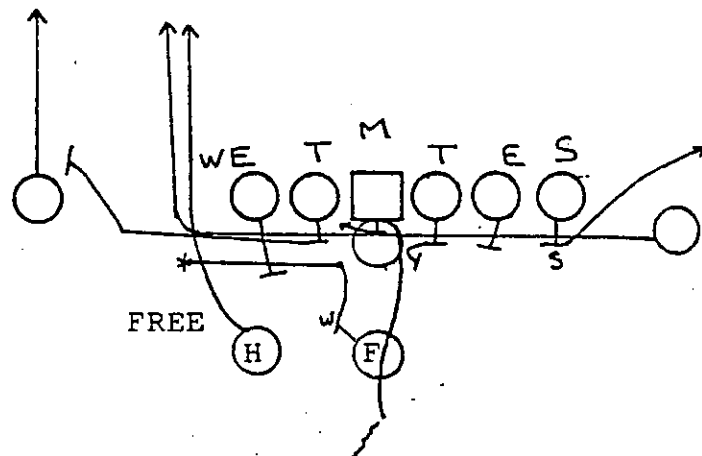


"X" OR "Z" - QUICK OR GO SCREEN VS.
BUMP & RUN OR ROTATION - FADE

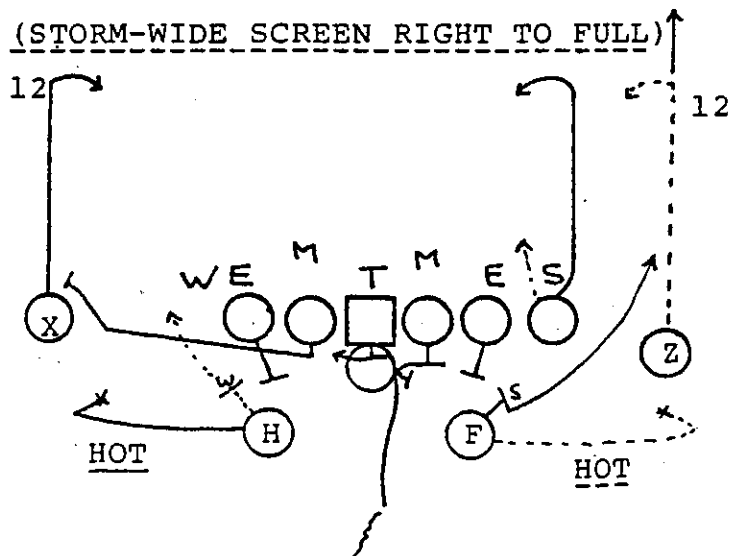
"SCREEN" - FAR RIGHT -
76 LOOP SCREEN LEFT TO HALF



"SCREEN" - ZOOM FAR RIGHT SLOT -
FLOOD - SCREEN LEFT TO FULL



"SCREEN" - FULL RIGHT -
SWING - WIDE SCREEN LEFT TO HALF
(STORM-WIDE SCREEN RIGHT TO FULL)

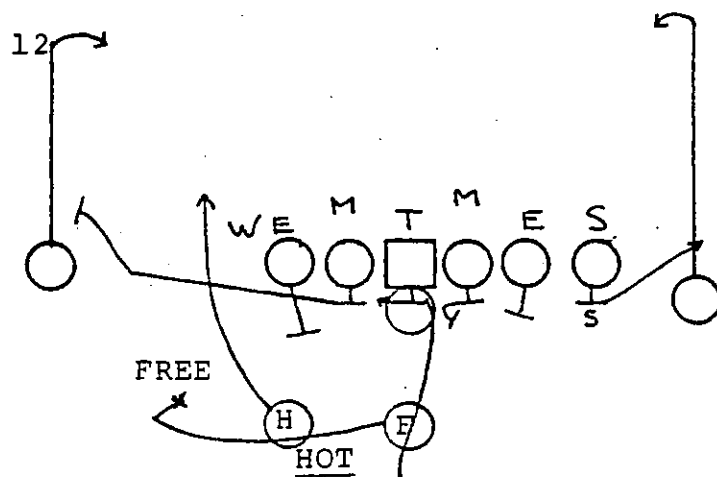


QB - KEY WILL (SAM) DOG

X - FADE VS. ROTATION

Z - FADE VS. ROTATION

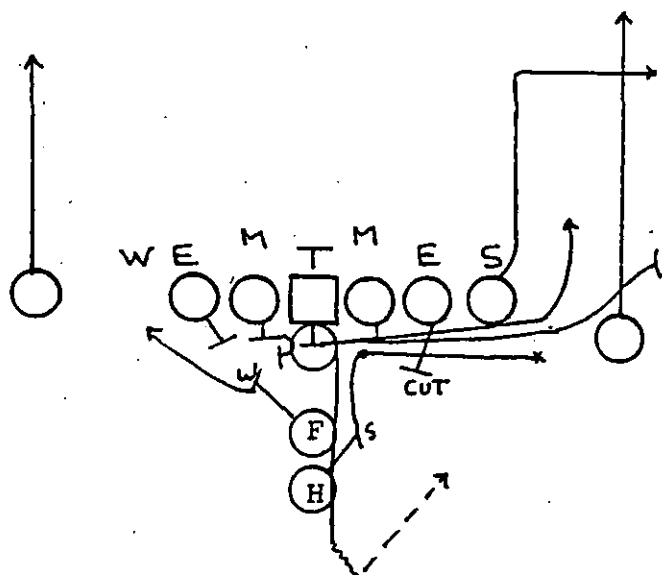
"SCREEN" - FAR RIGHT -
FLOOD - WIDE SCREEN LEFT TO FULL



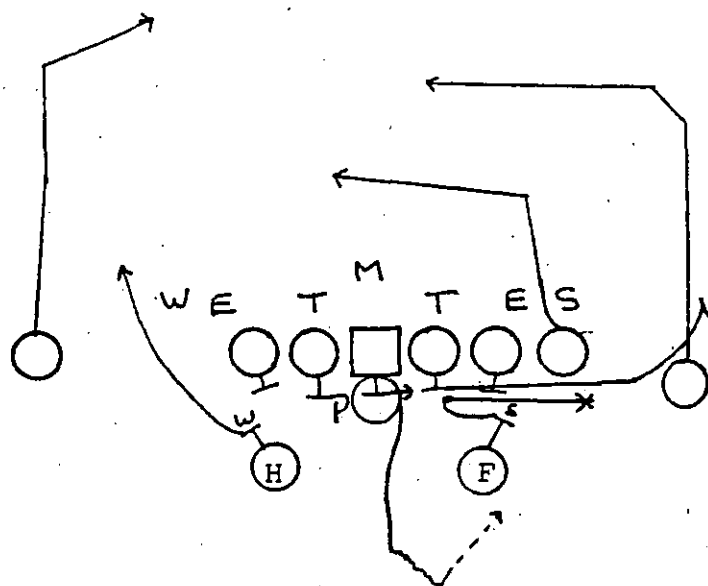
QB - KEY WILL DOG

SCREEN EXAMPLES

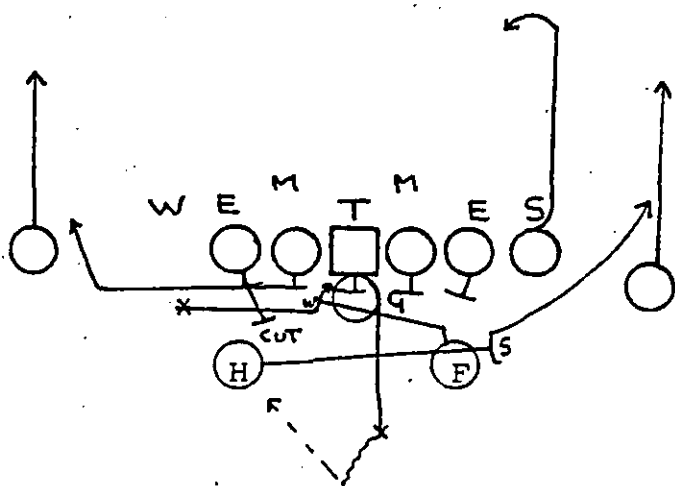
"SCREEN" - "I" RIGHT - CT. 77
SCREEN RIGHT TO HALF



"SCREEN" - FULL RIGHT - 76
SCREEN RIGHT TO FULL

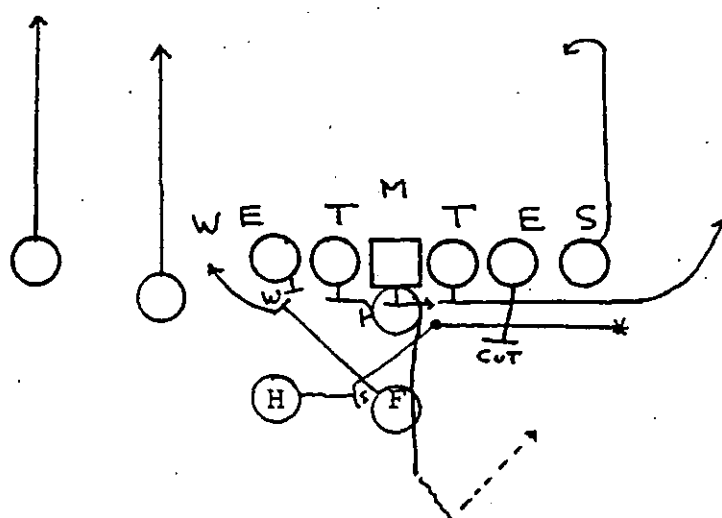


"SCREEN" - FULL RIGHT - 51
SCREEN LEFT TO FULL



LINE: 70 PROTECTION

"SCREEN" - FAR RIGHT SLOT - 4 LAG
SCREEN RIGHT TO HALF



LINE: 70 PROTECTION

OUTSIDE RECEIVER AWAY FROM SCREEN

Run "UP".

OUTSIDE RECEIVER TO SIDE OF QUICK SCREEN

RUN-OFF outside man, block first man to inside. If ROTATION your way, go outside, block second man.

SLOT

When Quick Screen is to "X", release inside man over and block first man to inside.

REMAINING BACK

"Flood Quick Screen to Full". Release on arc for FIRST Linebacker INSIDE of you as you get beyond line of scrimmage, could be WILL.

"GO" SCREEN RULES AND TECHNIQUES

NOTE: All rules and techniques the same as "QUICK" Screen except for ONside GUARD and TACKLE and Center.

ONside TACKLE

QUICK SET and CUT your man at the line of scrimmage.

ONside GUARD

Step to it. Slam onside gap, release and SPRINT flat down the line of scrimmage for FIRST force man. (Tackle stays in)

CENTER

Step to it. Slam onside gap. Release and SPRINT into Screen. You have SECOND force man.

REMAINING BACK

"Flood Go Screen to Full". Release on arc for FIRST Linebacker inside of you as you get downfield, could be WILL. Alert for WILL dog on release, peel back for WILL.

"QUICK" SCREEN RULES AND TECHNIQUES

QUARTERBACK

Fake action called, retreat to set up spot 5 or 6 yards deep. Be ready to throw quickly. When releasing the ball, make sure it is thrown forward and cover in the event it is dropped and ruled a lateral. Accuracy and firmness are important. Keep ball in front of receiver, slightly downfield.

SCREEN MAN -- "X", "Y", "Z", SLOT, HALF, FULL

"X" - "Z" -- Quick drive step upfield, comeback and inside to catch the ball, no deeper than 2 yards. Look quickly to Quarterback and watch ball into hands. Be ready to cut back behind the blockers, know who they are. Do not leave ball on the ground in case of lateral. Screen man's split should be 9-10 yards from Offensive Tackle. Use numbers on field for reference.

"Y"-"SLOT" -- Quick Screens to "Y" and "SLOT" will mostly be with MOTION (Zoom-Move). Continue MOTION to top of numbers on field, turn and face Quarterback for quick throw.

"A" - "B" -- On some Quick Screens you will need to take a forward read step to aid timing, then get depth and width QUICKLY. Never get deeper than 1 yard behind original halfback position. Look at the Quarterback quickly and watch ball into hands. As you are about to receive the ball, call "GO" to alert Lineman to go downfield and block. Know your blockers. Be ready to cut back if necessary. Do not leave the ball on ground in case of lateral.

REMAINING BACK

Good fake of Play Action called or lead blocker (no "dog" responsibility).

TIGHT END

On Quick Screens your side, release OUTSIDE. Cut Sam if he shows quickly on outside "dog", no "dog", turn inside and block first line-backer inside. On Quick Screens away, release INSIDE run "Look In" and look for ball, N/T get in front of Screen.

NOTE: Line - MAN Block all games. Throw your body and cut downfield.

ONSIDE TACKLE

QUICK SLAM End, release inside or outside depending on End's alignment. SPRINT flat down the L.O.S. and block FIRST outside force.

ONSIDE GUARD

Step to it. Check your man, not there, slam onside gap. Release and SPRINT into Screen. You have SECOND force man or seal inside and lead.

CENTER

Step to it. Slam onside gap, release and SPRINT into Screen.

OFFSIDE GUARD

Insure protection, peel, not there, lead.

OFFSIDE TACKLE

Insure protection, then hustle to get into Screen.

OFFSIDE TACKLE

Assure your MAN protection (70-Flood). Be aware that Quarterback will be deeper than normal. After assuring protection, hustle to get in front of Screen.

FLANKER (Z)

Run "TURN IN" outlet route on FLOOD Screens.

FLANKER (Z), "X", SLOT (S)

Run pattern route called or "UP". Continue route as long as someone covers you, then peel back and help. Go OUTSIDE any ROTATION.

WIDE SCREEN RULES AND TECHNIQUES

NOTE: Will be run from Storm, Swing and Flood Action. The LINE will use 70 or FLOOD protection rules.

QUARTERBACK

Same as SCREEN except read outside linebacker dog. If "dog", hit back on "FLARE" (HOT), no "dog", option throw to Wide Receiver on 12 yard Turn In or throw Screen on 2 counts to SCREEN BACK. Read drop of outside linebacker (Sam-Will).

SCREENING BACK

Run Storm/Swing/Flood, read linebacker dog (HOT), no "dog", continue WIDE 7-8 yards for Screen throw from Quarterback. Come back for ball and locate blockers. Call "GO" - "GO" - "GO" as you are about to receive the ball. NOTE: Can use "Wide Screen Check Thru".

REMAINING BACK

Check outside LB your side, no "dog", release on route.

TIGHT END (Y)

FLOOD Wide Screen, check outside linebacker (Sam). AREA with tackle, no "dog", release on route. STORM Wide Screen, release INSIDE and sprint upfield. SWING Wide Screen, release OUTSIDE and sprint upfield.

ONSIDE GUARD AND CENTER

If uncovered, check linebacker "dog", no "dog" go NOW into Screen.

LINE

Same as Regular Screen except TWO (2) SECOND SCREEN. (1001-1000 GO) Use 70 or FLOOD protection rules.

OUTSIDE RECEIVER TO SIDE OF SCREEN (RIGHT-LEFT)

Turn in at 12 yards unless Bump and Run or ROTATION your way, then FADE.

OUTSIDE RECEIVER AWAY FROM SCREEN

Run "UP" -- Go outside rotation your side.

SCREEN AND LOOP SCREEN RULES AND TECHNIQUES

QUARTERBACK

Drop back (turn or back pedal) and set at seven (7) yards deep. Look downfield away from Screen direction and wait until you are forced to retreat. Then shuffle back and slightly TO the call side and throw to the Receiver. ACCURACY and firmness of throw are of most importance, they are the key to a successful Screen. If Screen is covered, go to your outlet receiver or throw ball away from the intended receiver. DO NOT FAKE ANY PLAY ACTION.

SCREENING BACK ("A"- "B"- "Y")

Run ACTION called. Key outside linebacker ONside for "dog". Screen off "dog" linebacker with your inside shoulder, no "dog", set INSIDE the Onside Guard. Key Guard or Center (first man out) for proper timing. Release with first Lineman out and SPRINT into Screen position four (4) yards deep (no deeper than original depth in Halfback/Fullback position) INSIDE the lead blocker. Never be ahead or even with lead blocker. Yell "GO" - "GO" - "GO" as you are about to receive the ball to alert the Linemen to turn upfield and block. If "LOOP" Screen is called, check linebacker your side, no "dog", run "LOOP" and set down in position for Screen.

REMAINING BACK

Run "ACTION" called. If Screen is away, check outside linebacker your side, no "dog", release on pass route. If Flood Action and Screen is your direction, you are "FREE", run Full Speed.

TIGHT END

Release OUTSIDE and run outlet turn in or pattern called. If "FLOOD" Screen called, Slow Block (AREA). Can also Screen to "Y".

NOTE: Line AREA Block all pass rush games. Protection will be 70 or FLOOD only. Throw your body and cut downfield.

ONside TACKLE

You are a full time blocker. Pass set and bring your man to 7 yards deep, then CUT. If your man goes inside, alert for E-T game, and CUT OUTSIDE man (T). No game, DRIVE your man over middle.

CENTER AND ONside GUARD

Use AREA protection rules. Count three (3) seconds to yourself, then release. SPRINT to the outside as close to the line of scrimmage as possible. Stay parallel to line of scrimmage until the Screen Man yells "GO". The Guard will normally be responsible for the outside force man unless the Center gets there first. The first man out - block FIRST FORCE. The second man out block SECOND FORCE, not there seal inside or lead. You can be downfield while the ball is in the air but you can not block until the ball is caught. Any defender (LB-DB) that crosses the line of scrimmage MUST be blocked IMMEDIATELY.

C.P. - First man out - KICK OUT first force.

OFFside GUARD

Assure your AREA protection (70-Flood), then release and peel, not there, lead the Screen.

SCREENS

SCREEN PHILOSOPHY

1. Screen vs. Zone Coverages.
2. Vs. Man Coverages, Screen to side of two linebacker drop.
3. Screen from a variety of actions -- Regular Flare Control (70's - Counter 70's - Flood - Storm - Swing), Draw Fakes (4/5 Lag) and run action (50/51 - Belly 49/48 - etc.)
4. Quarterback's first call in huddle is "SCREEN" to alert everyone it is a Screen.

TYPES OF SCREENS USED

1. SCREEN or "LOOP" SCREEN -- They are three (3) second (1001-1002-1000 GO) or 3 count Screens to the Backs or Tight End (Y). The Quarterback will call the action, direction and the screening Back or Receiver.

NOTE: The PROTECTION for Regular, Loop and Wide Screens will fall into only 2 categories (70 - Flood) regardless of action called. (Area Protection)

EX: "SCREEN" - "I" Right - 76 Screen Right to Full

2. "WIDE" SCREEN -- They are two (2) second Screens to the Backs from Storm, Swing or Flood Action with the Quarterback reading to throw downfield to Receiver (X-Z) first, if open. Not open, Quarterback will throw to Screen Back.

EX: "SCREEN" - Full Left - Swing-Wide Screen Right to Half

3. QUICK SCREEN -- They are quick one (1) second Screens to the Receivers or Backs. The Onside TACKLE will be the first man out and block outside force.

EX: "SCREEN" - Full Right - 49 Quick Screen Left - "X"

4. GO SCREEN -- They are quick one (1) second Screens to Backs or Receivers. The Onside GUARD will be the first man out and block outside force. The Onside Tackle will quick set and cut Defensive End at line of scrimmage.

EX: "SCREEN" - Far Left - Flood-Go Screen Right to Full

NOTE: "GO" Screen may change to "QUICK" Screen because of ALIGNMENT of Defensive End.

SCREEN MASTER LIST

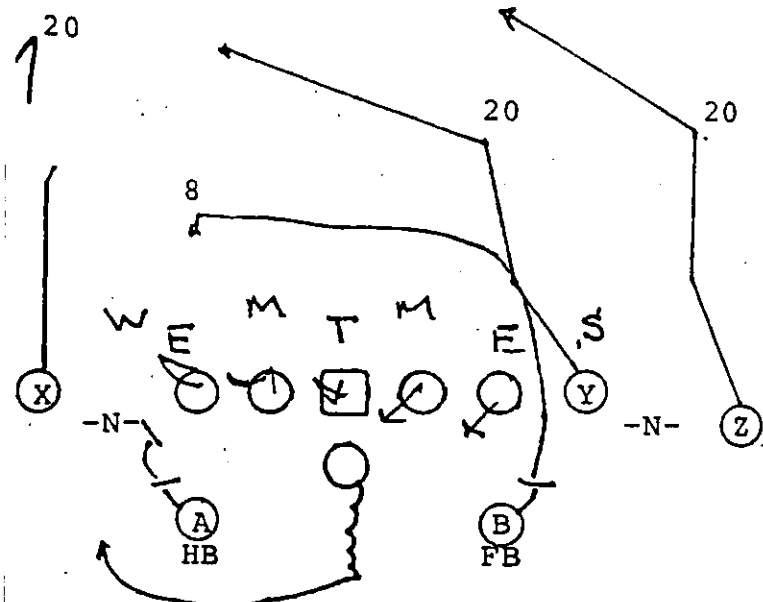
76 SCREEN RT. - FULL	(I / FAR / FULL AND SLOT)
77 SCREEN LT. - HALF	(I / FAR / FULL)
CT 76 SCREEN RT. - HALF	(I / FAR)
CT 77 SCREEN LT. - FULL	(I / FAR)
FLOOD SCREEN LT. - FULL	(FAR / FULL
FLOOD/36 SCREEN RT. - "Y"	(FAR)
50 SCREEN RT. - HALF	(FAR / FULL)
51 SCREEN LT. - FULL	(FULL)
4 LAG SCREEN RT. - HALF	(FAR / I)
5 LAG SCREEN LT. - HALF	(NEAR / I)
B49 SCREEN LT. - FULL	(FAR / I)
29 SCREEN LT. - FULL	(FAR / I)
76 AWAY SCREEN RT. - FULL	(FAR / I) (FB SET <u>AWAY</u> FROM DIRECTI

QUICK SCREENS / GO SCREENS

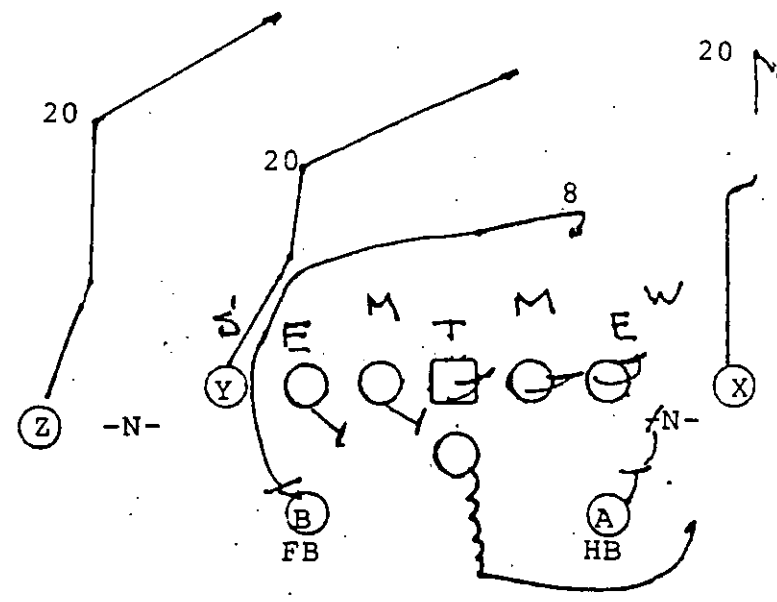
19 QUICK (GO) SCREEN LT. - X	(I)
54 GO SCREEN LT. - X	(FULL)
19 QUICK (GO) SCREEN LT. - SLOT	(ZOOM I SLOT)
54 QUICK SCREEN LT. - SLOT	(ZOOM FULL SLOT)
36 QUICK (GO) SCREEN RT. - Z	(ZOOM FAR)
18 QUICK (GO) SCREEN RT. - Y	(MOVE - I)
FLOOD - GO SCREEN LEFT - FULL	(FAR)
36 QUICK (GO) SCREEN RT - HALF	(FAR - A STREAK)
25 GO SCREEN LT. - FULL	(FAR)
42 QUICK (GO) SCREEN LT - HALF	(FULL)
41 QUICK (GO) SCREEN RT - FULL	(FULL / FAR)
DRAW 3 - QUICK (GO) SCREEN LT-HALF	(FULL / FAR)

WIDE SCREEN

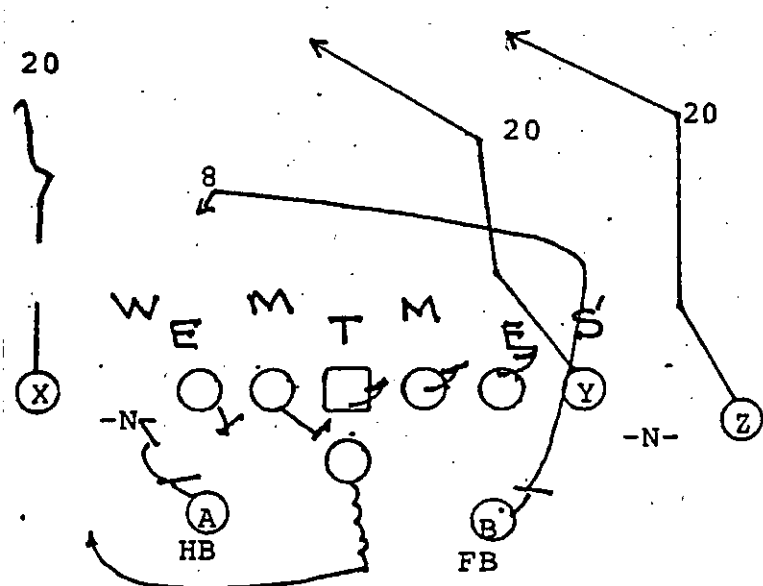
STORM - WIDE SCREEN RT - FULL	(FULL)
SWING - WIDE SCREEN LT - HALF	(FAR / FULL)
FLOOD - WIDE SCREEN LT - FULL	(FAR / FULL)



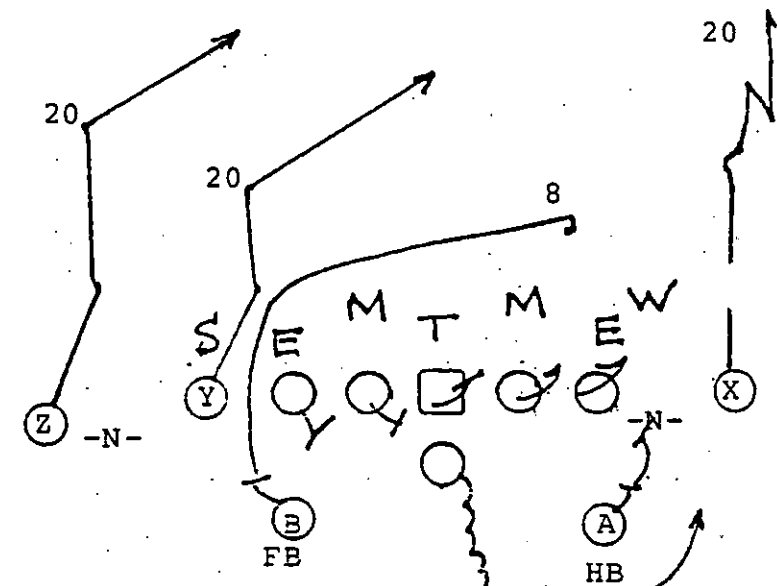
FULL RIGHT - DASH LEFT X COMEBACK



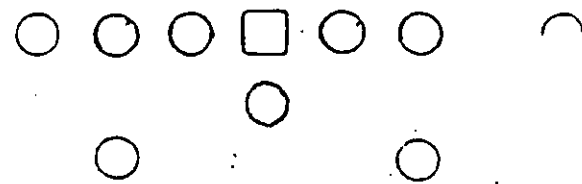
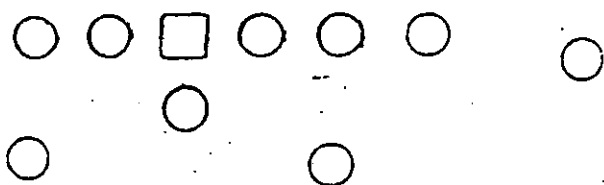
FULL LEFT - DASH RIGHT X COMEBACK



FULL RIGHT - DASH LEFT X COMEBACK & UP



FULL LEFT - DASH RT. X COMEBACK & UP



DASH RIGHT

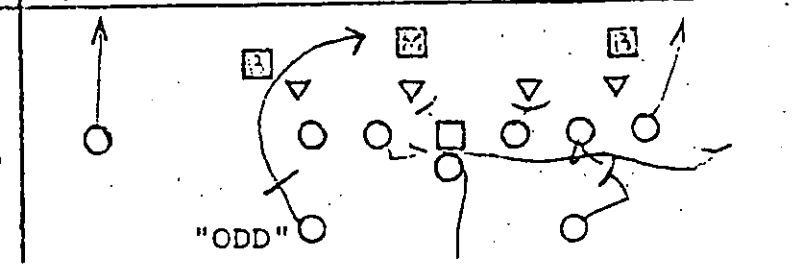
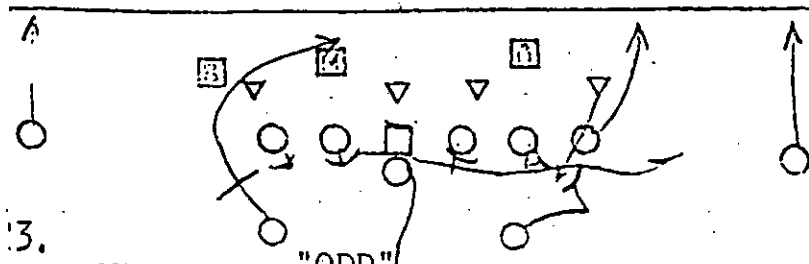
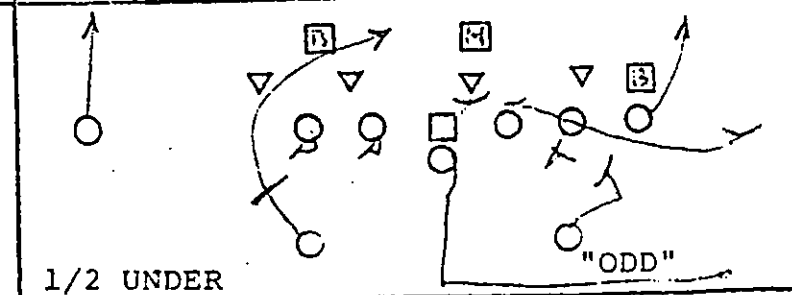
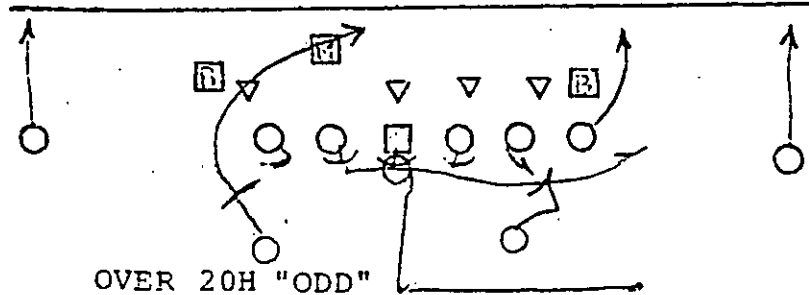
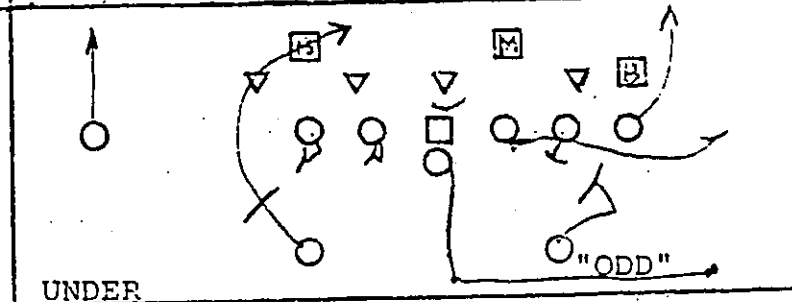
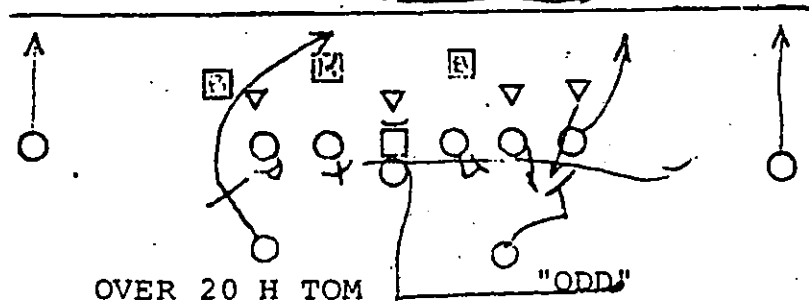
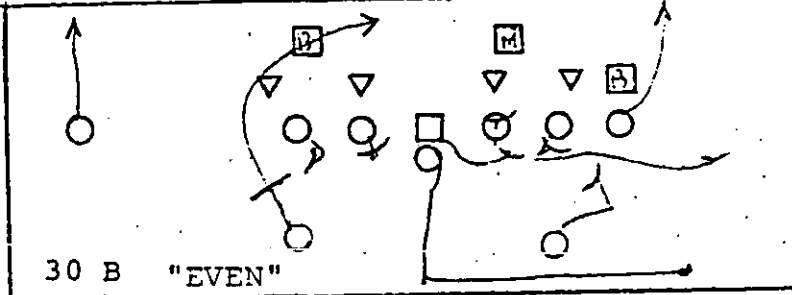
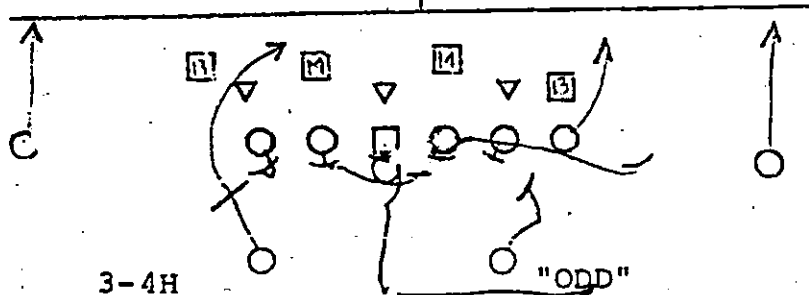
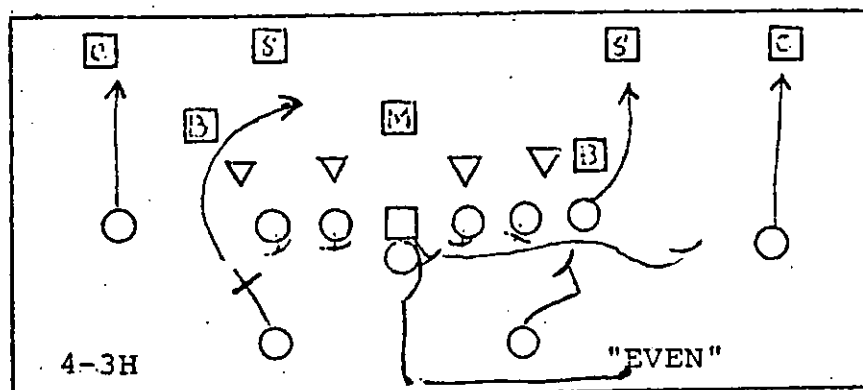
QB Take a normal 5 step pass drop - roll in direction of call.

ONside Has outside linebacker his side - no dog, help on defensive end.
 BACK Pin inside.

BACKSIDE - Has outside linebacker his side or runs route called.
 BACK

"Z" Pattern

"X" Pattern



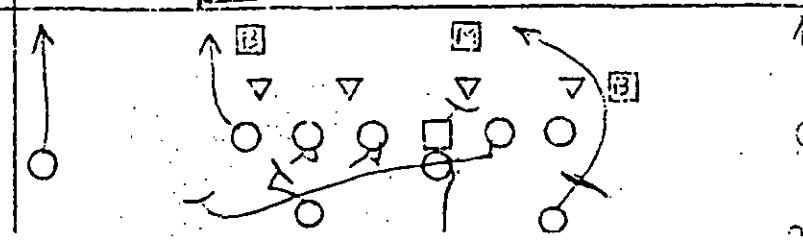
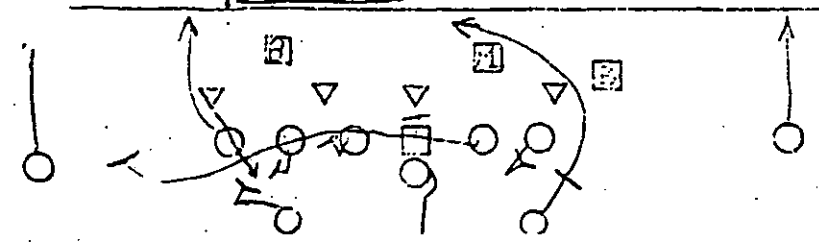
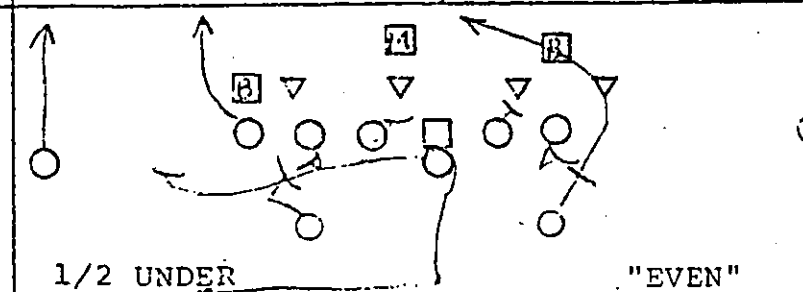
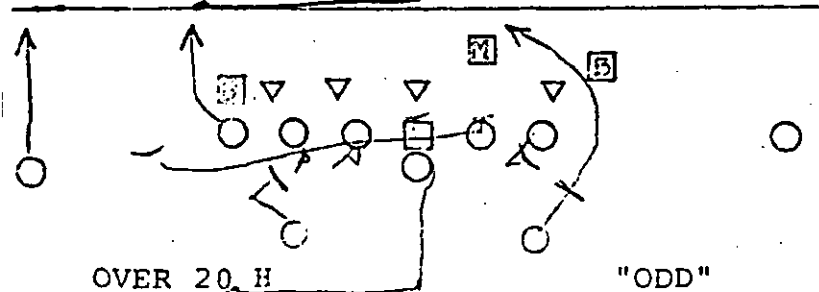
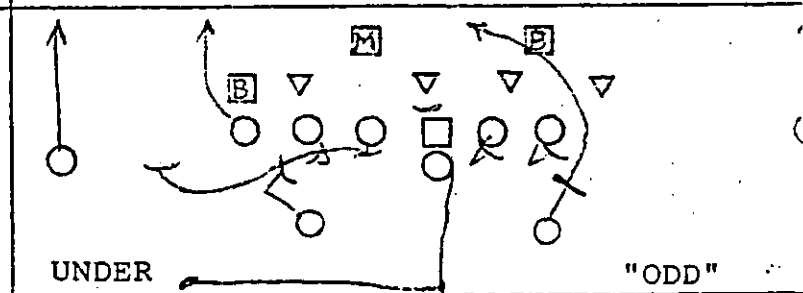
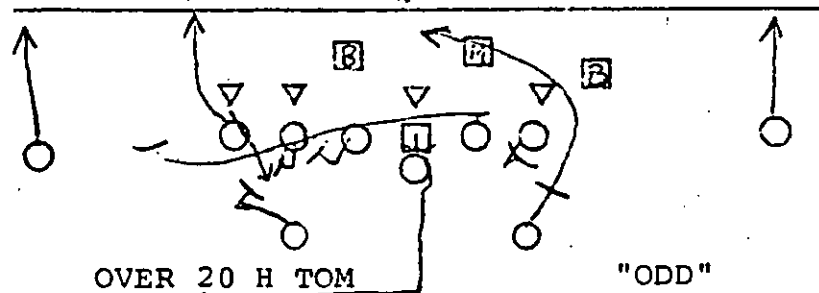
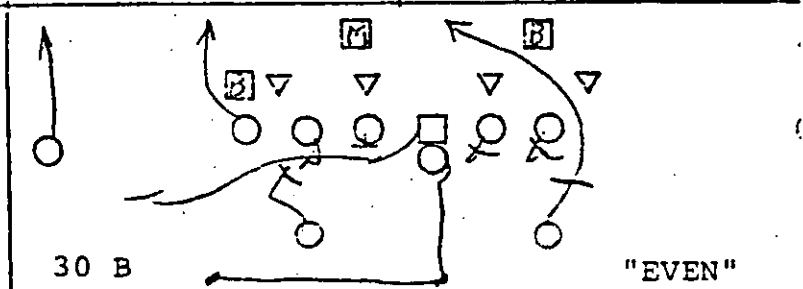
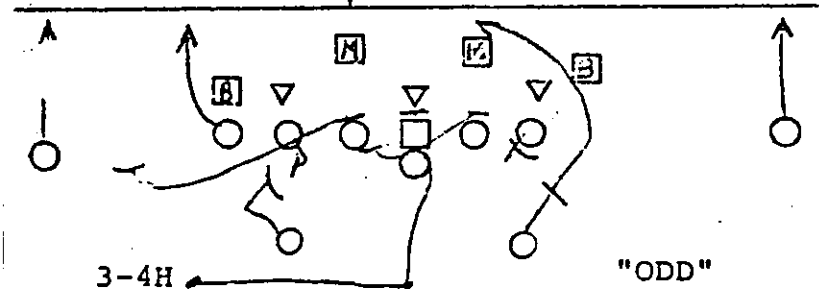
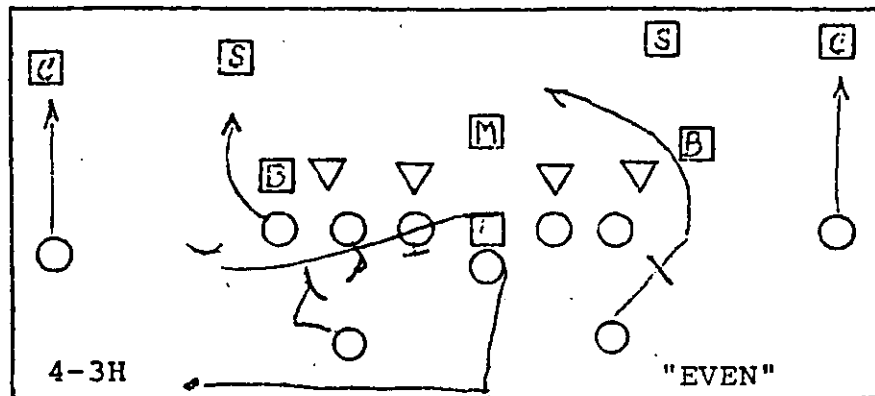
DASH LEFT

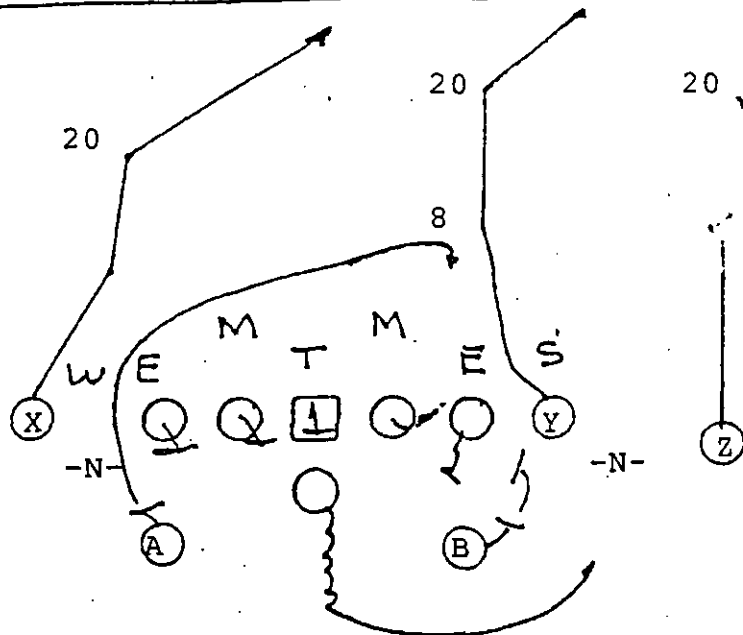
On T Defensive End - take away inside rush so back can cut End.

On G)
C) Covered - Tackle

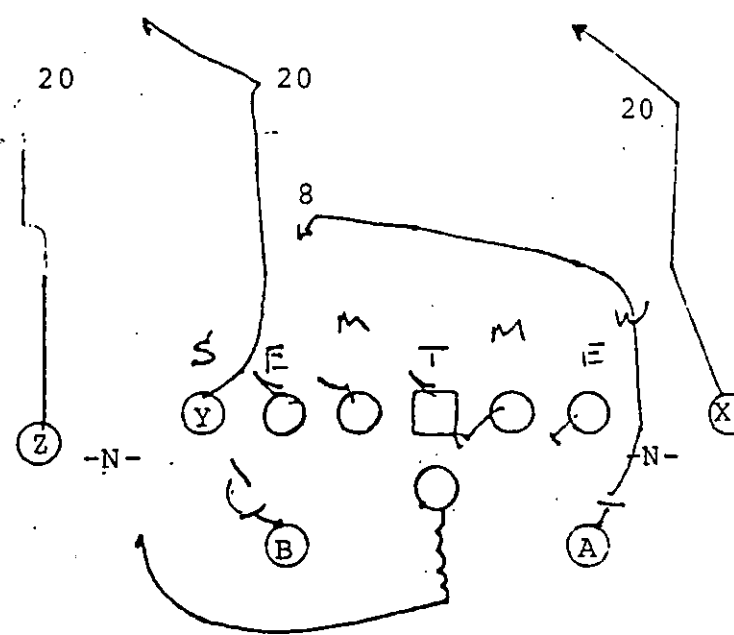
Off G) Uncovered - Check Mike release onside to help.

Off T Defensive End

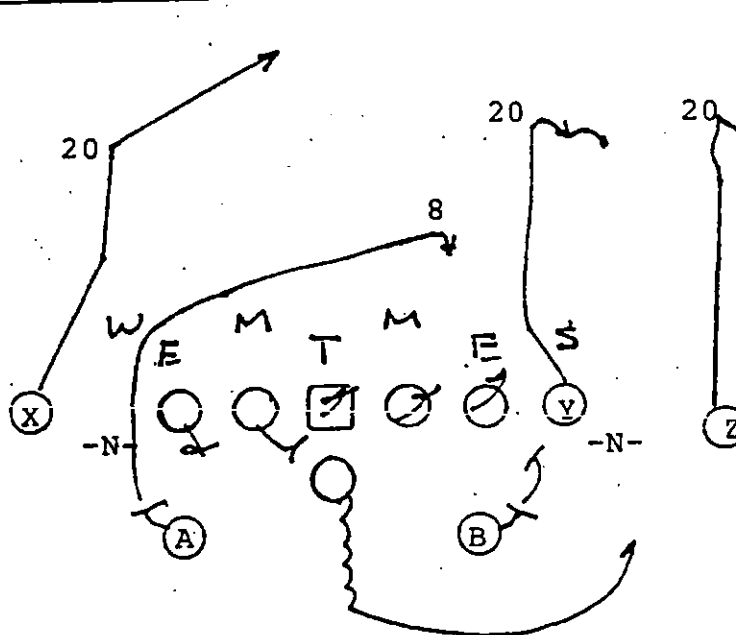




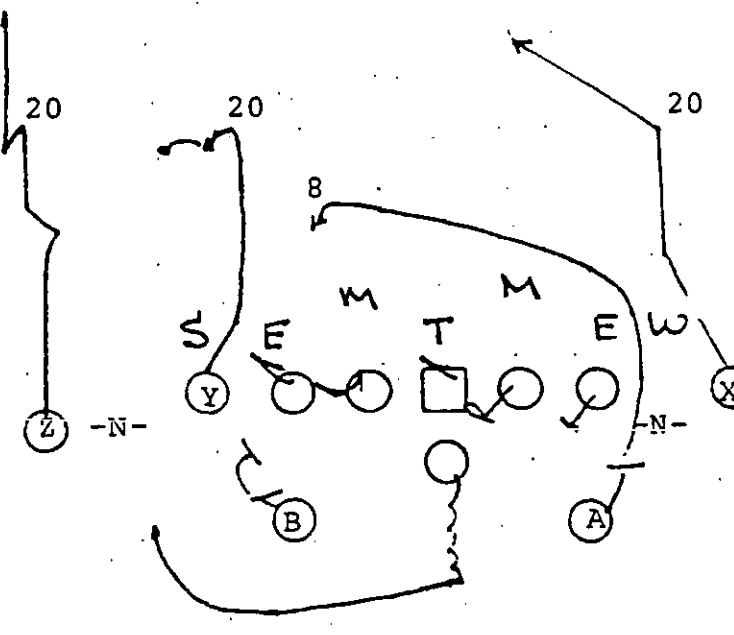
FULL RIGHT - DASH RIGHT Z COMEBACK



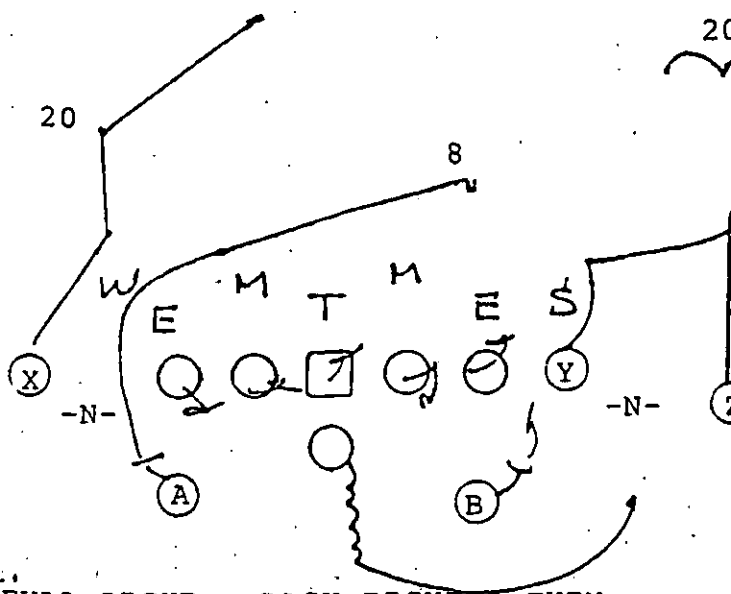
FULL LEFT - DASH LEFT Z COMEBACK



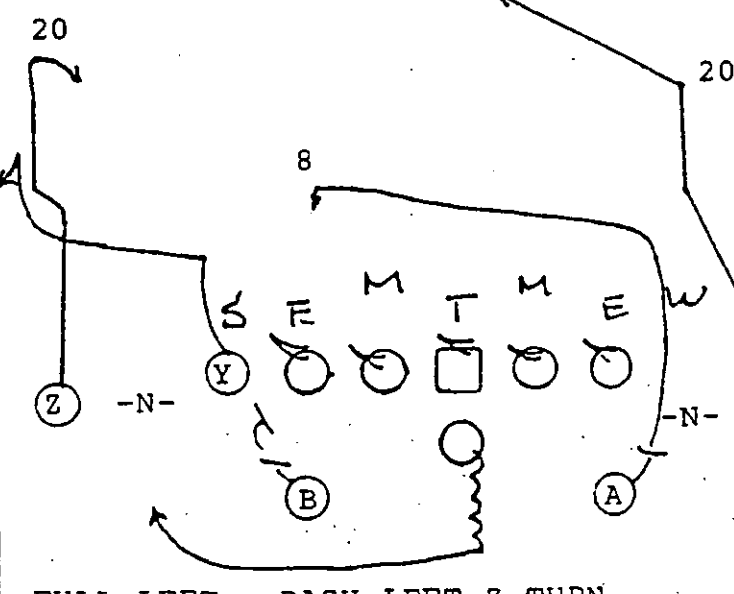
FULL RIGHT - DASH RIGHT Z COMEBACK & UP



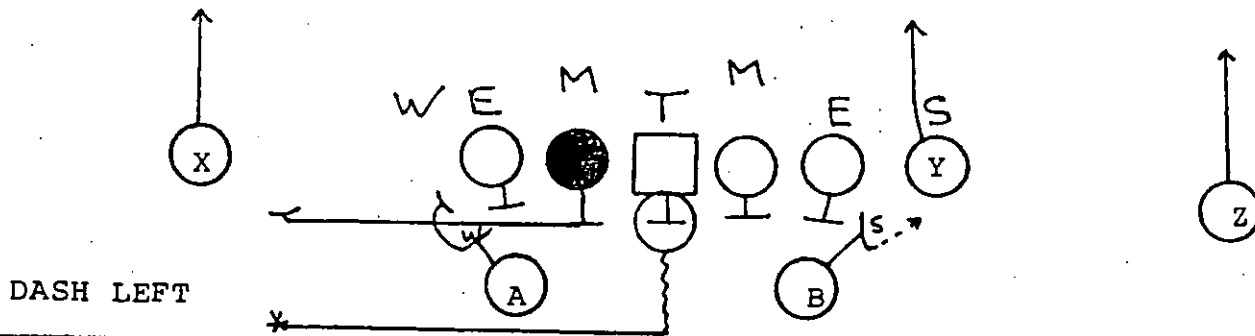
FULL LEFT - DASH LEFT Z COMEBACK & UP



FULL RIGHT - DASH RIGHT Z TURN



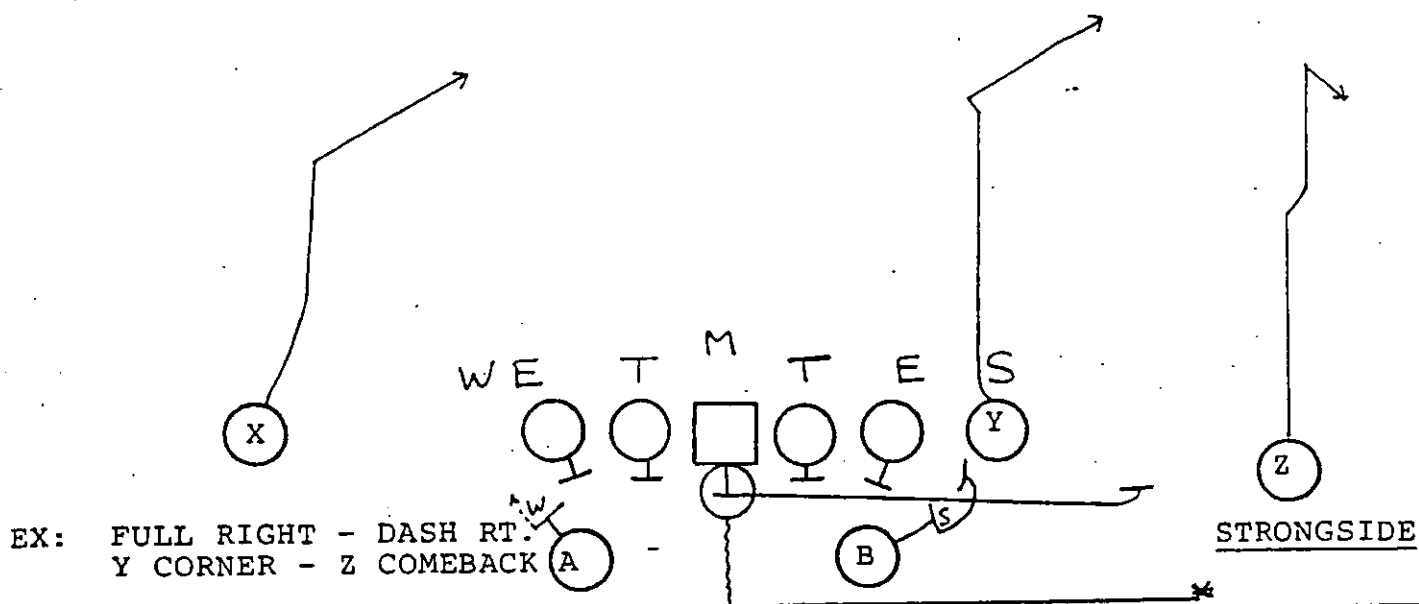
FULL LEFT - DASH LEFT Z TURN



DASH'S (RIGHT or LEFT)

NOTE: CAN BE STRONGSIDE or WEAKSIDE

NOTE: All responsibilities remain the same as "4 Man Rush" rules. The uncovered Lineman will be the ONside GUARD.



DASH'S (RIGHT-LEFT)

NOTE: CAN BE STRONGSIDE or WEAKSIDE

Pass protection used to get Quarterback OUTSIDE after normal drop back action (7 yards). There will be called routes to X-Y-Z-SLOT. The Quarterback will call the direction of the DASH ("DASH RIGHT - DASH LEFT"). The ONSIDE Back ("A" or "B") is responsible for outside linebacker "dog" (Sam-Will) TO side of Dash call (Right-Left), no "dog", help pin Defensive End inside. The OFFSIDE Back ("A" or "B") is responsible for outside linebacker "dog" (Sam-Will) AWAY from side of Dash call (Right-Left), no "dog", run pattern route. The Line will block MAN protection. The uncovered Lineman (Center - Guard) will pull onside and protect TO side of Dash direction (Right-Left).

"X" - Run Called or Pattern Route

"Y" - Run Called or Pattern Route

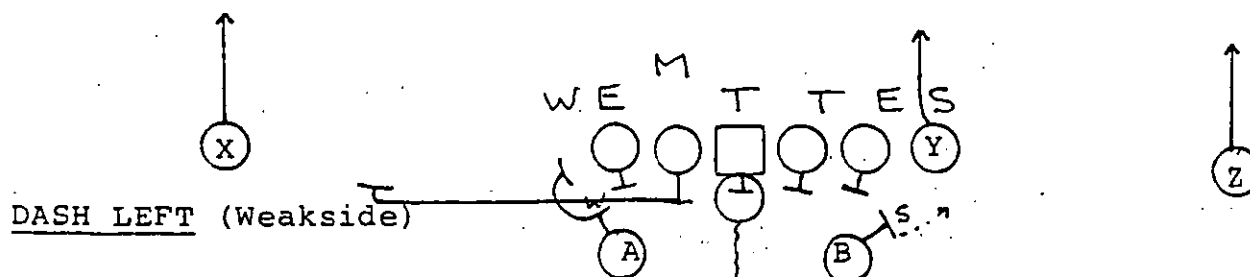
"Z" (SLOT) - Run Called or Pattern Route

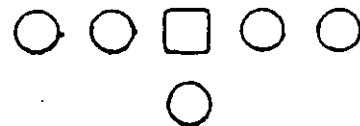
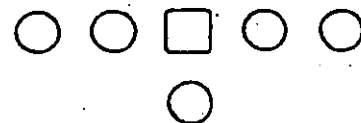
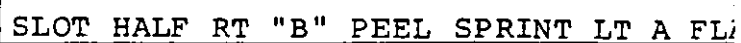
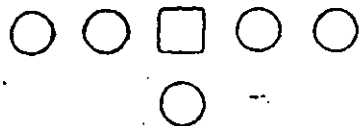
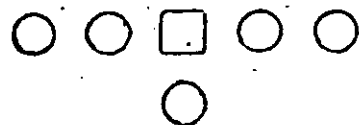
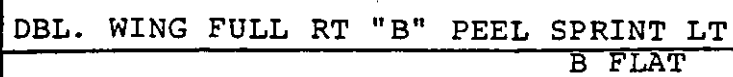
"A" - ONSIDE BACK - Check outside linebacker dog your side, no "dog", pin Defensive End inside.

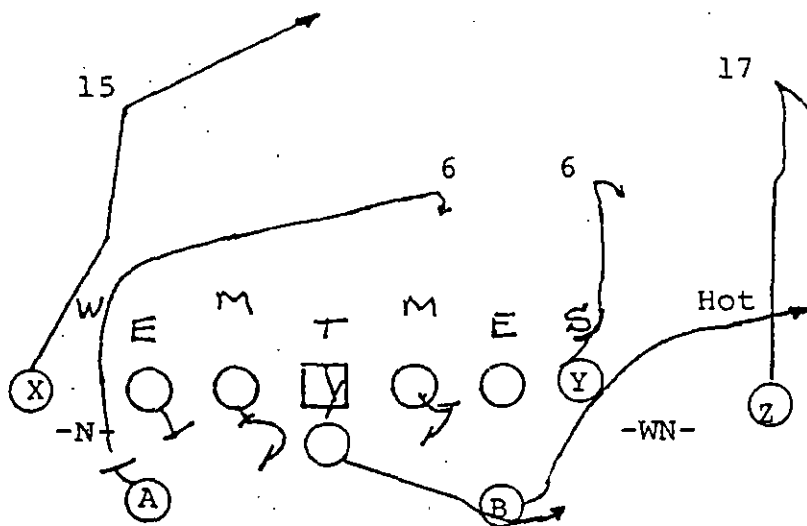
OFFSIDE BACK - Check outside LB dog your side, no "dog", run pattern route.

"B" - ONSIDE BACK - Check outside linebacker dog your side, no "dog", pin Defensive End inside.

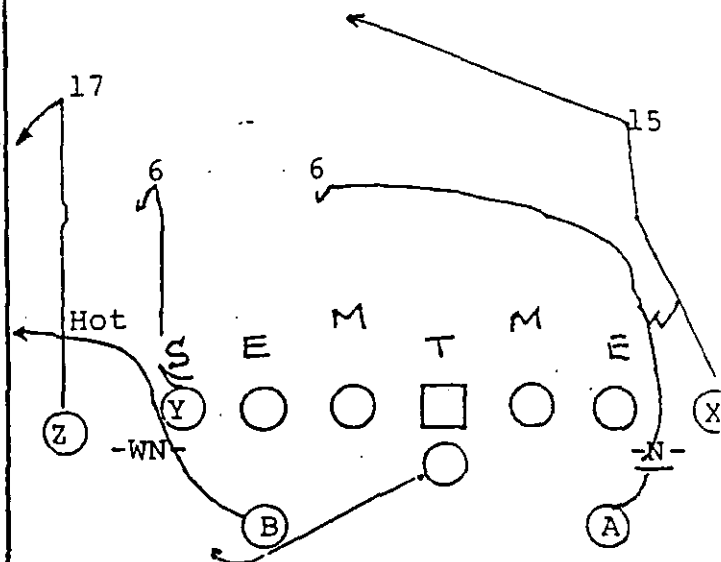
OFFSIDE BACK - Check outside LB dog your side, no "dog", run pattern route.



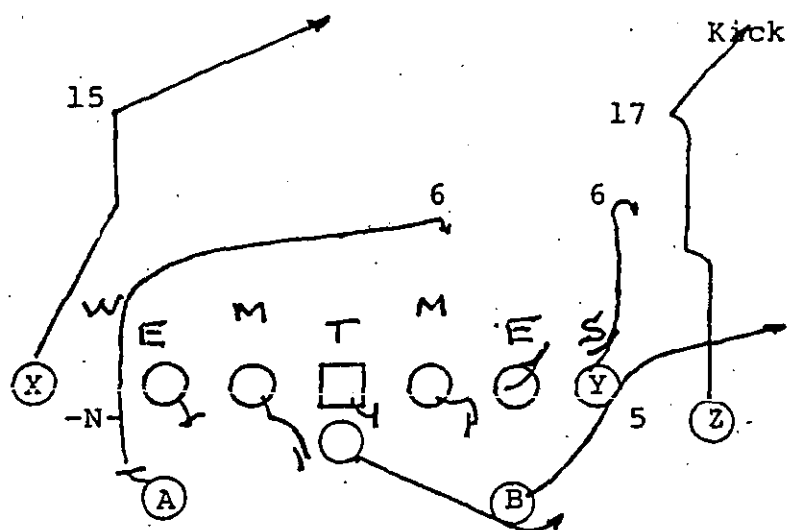




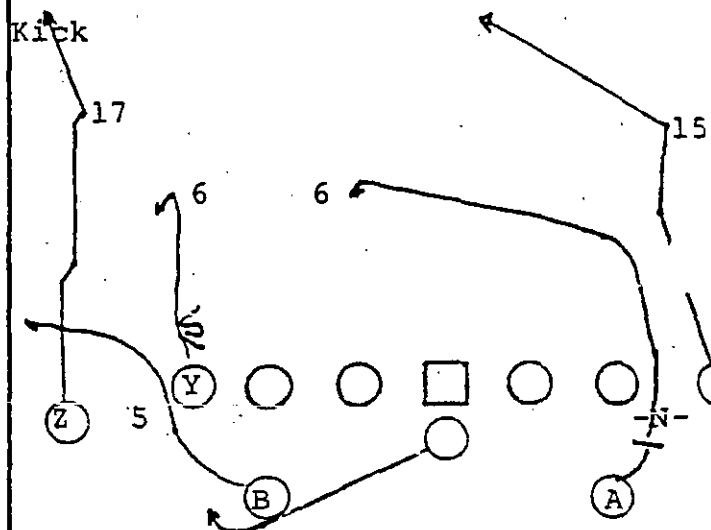
FULL RIGHT SPRINT RIGHT "B" FLAT



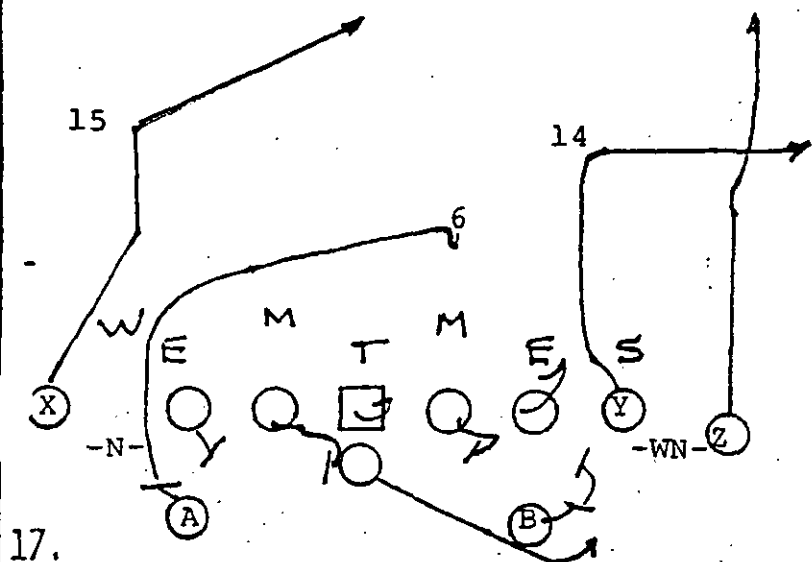
FULL LEFT SPRINT LEFT "B" FLAT



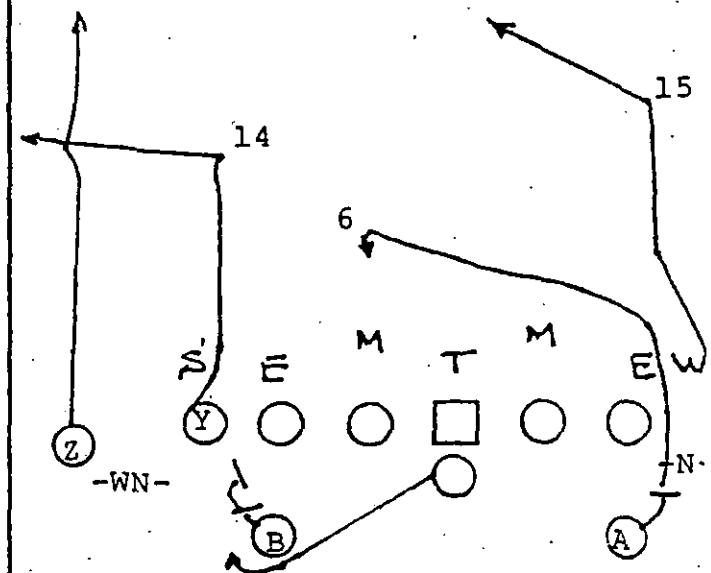
FLANK FULL RT SPRINT RT B FLAT Y CORNER



FLANK FULL LT SPRINT LT B FLAT Y C



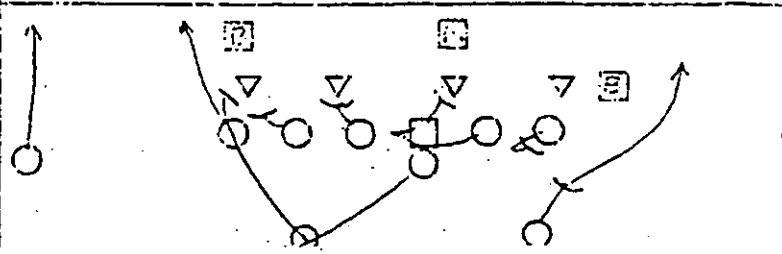
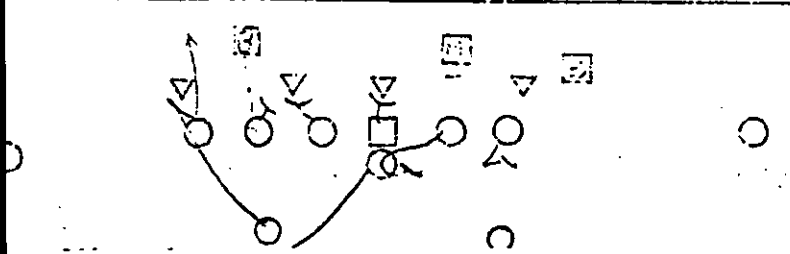
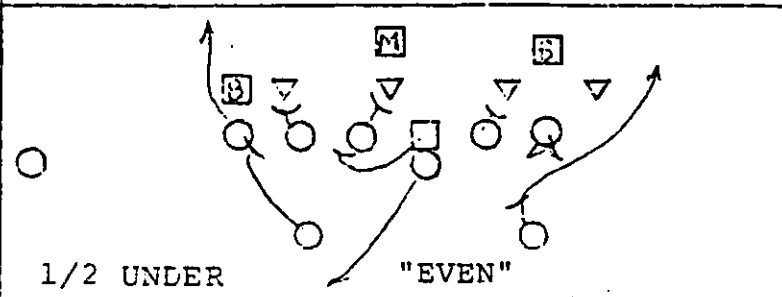
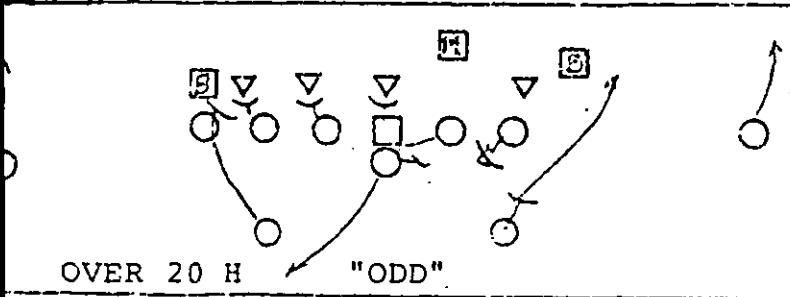
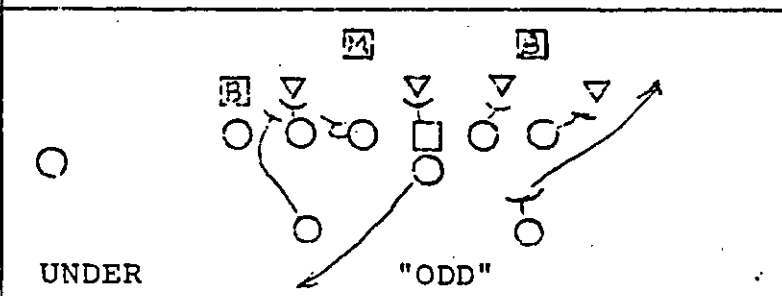
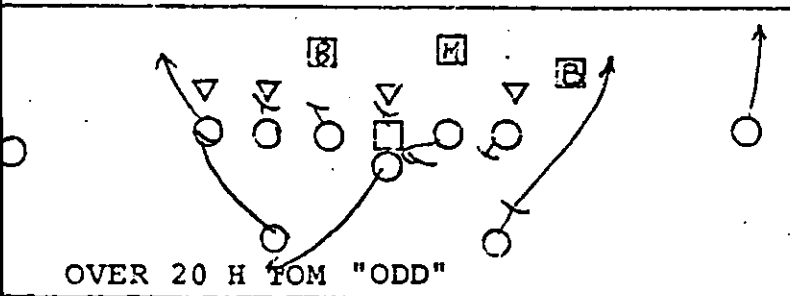
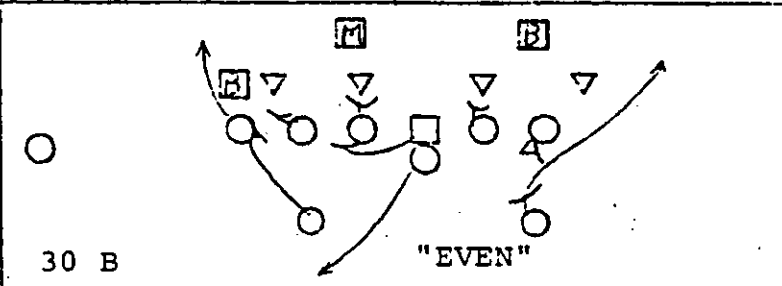
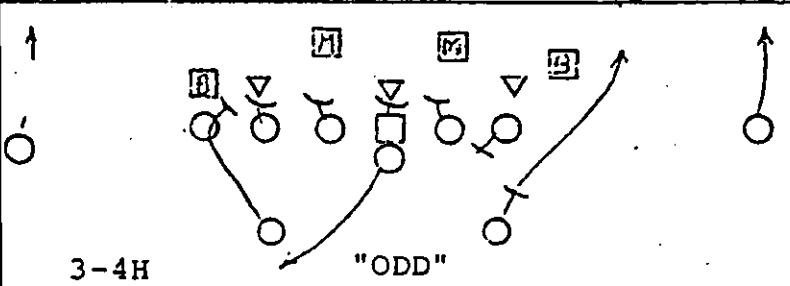
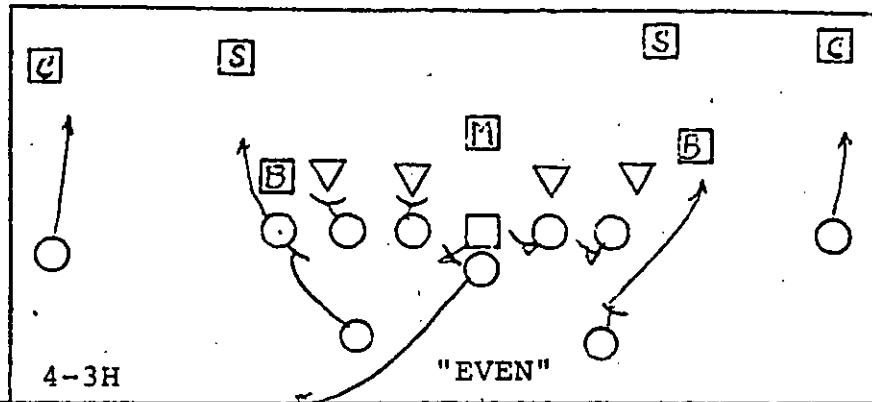
17. FULL RIGHT SPRINT RIGHT Y DRAG



FULL LEFT SPRINT LEFT Y DRAG

SPRINT

On T #2)
) If "B" is called in pattern On Guard & On Tackle must block
 On G #1) Defensive Tackle & End.
 C #0
 Off G #1
 Off T Defensive End

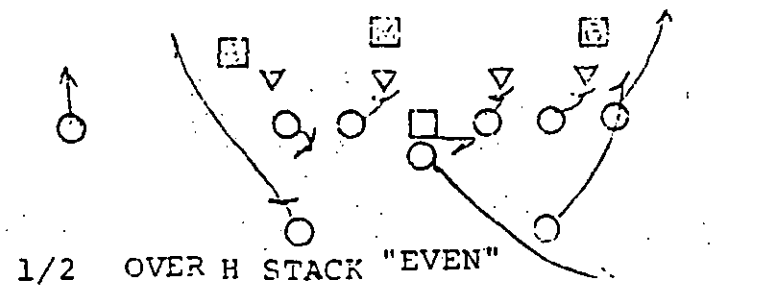
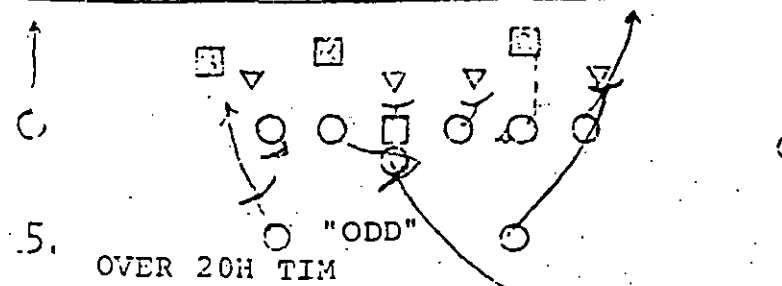
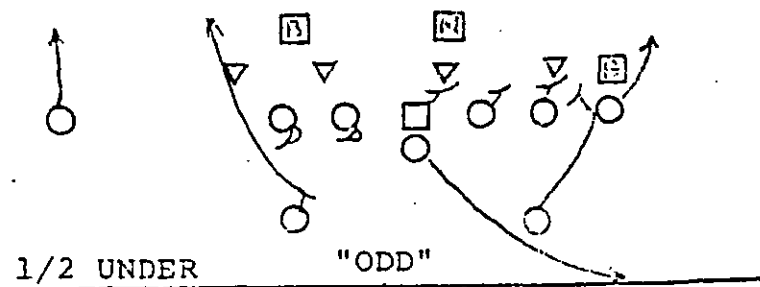
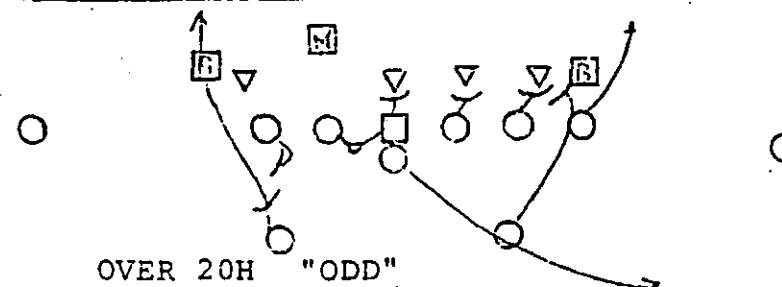
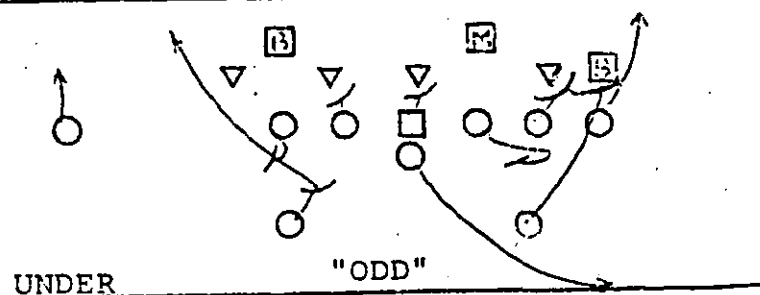
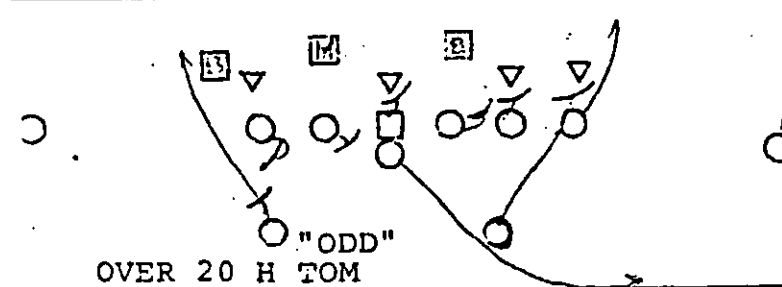
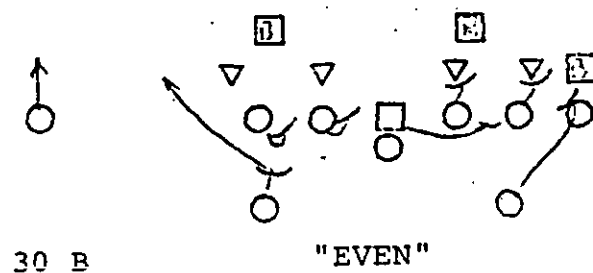
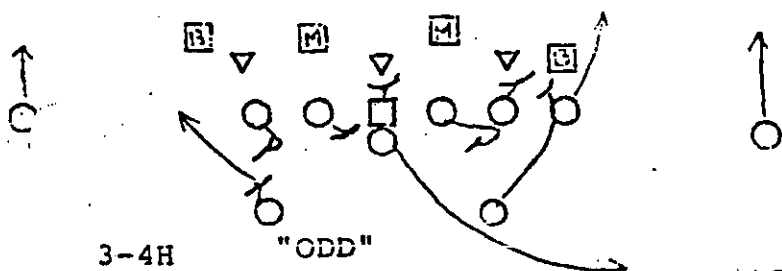
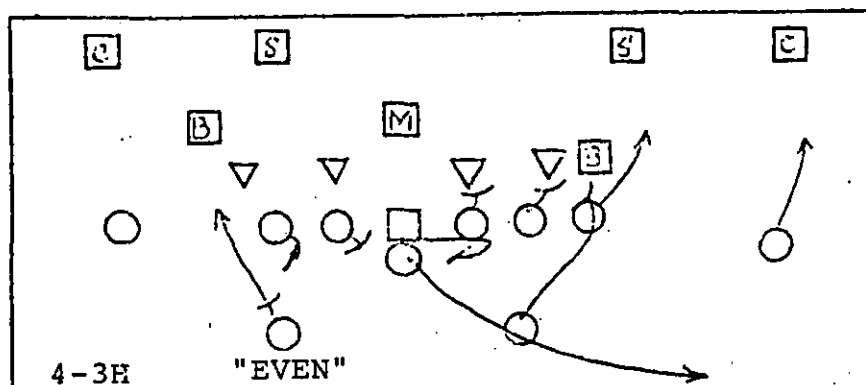


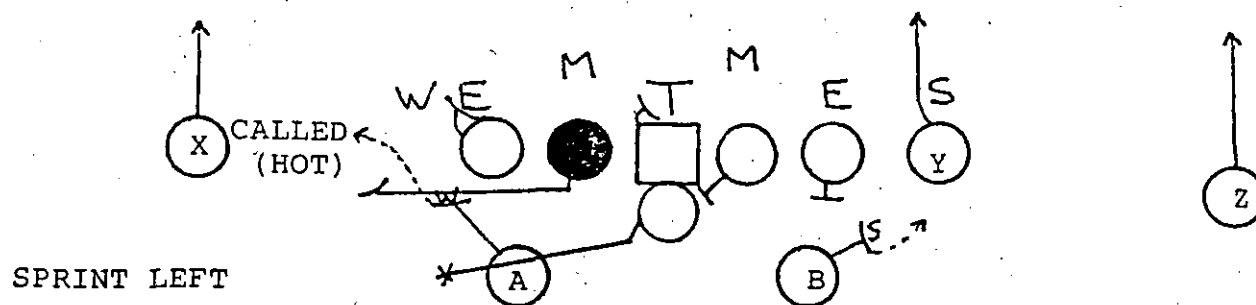
SPRINT

QB Open out, sprint in direction called.

FULL Check Linebacker your side - seal on Defensive End unless called in pattern, then you're "HOT".

HALF Check Linebacker your side - base route or run route called.



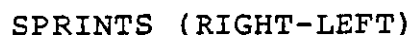


SPRINT'S (RIGHT or LEFT)

NOTE: CAN BE STRONGSIDE or WEAKSIDE

NOTE: All responsibilities remain the same as "4 Man Rush" rules. The uncovered Lineman will be the ONside GUARD.

SPRINT



NOTE: CAN BE STRONGSIDE or WEAKSIDE

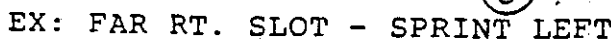
"X" - Run Called or Pattern Route

"Z" (SLOT) - Run Called or Pattern Route

OFFSIDE BACK - Check outside LB "dog" your side, no "dog", run pattern route.

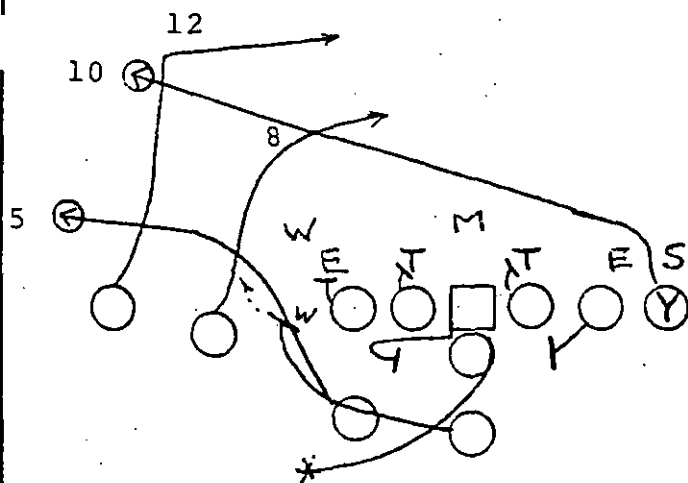
OFFSIDE BACK - Check outside LB "dog" your side, no "dog", run pattern route.

VS. 3-4



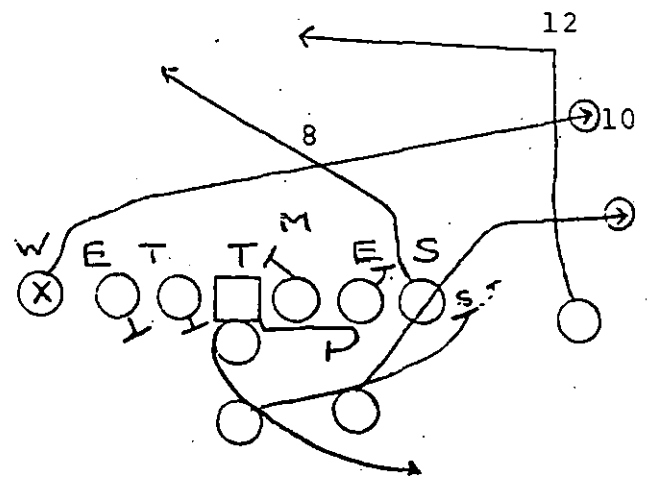
13. SLOT SHORT - X TIME

(VS. 4-3)



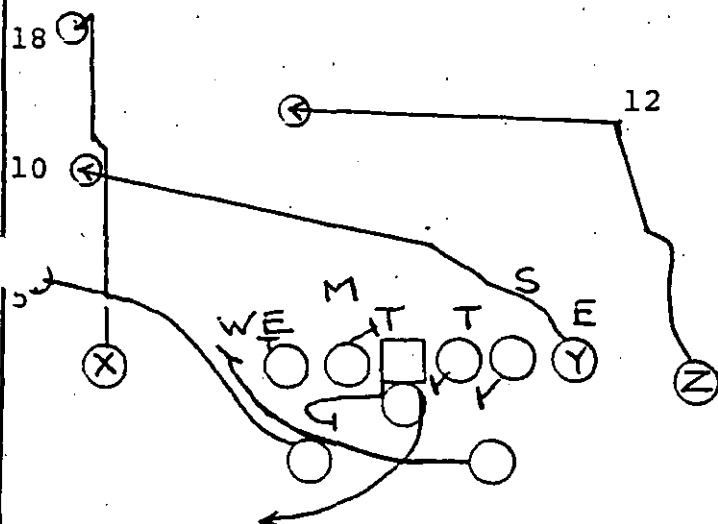
FAR RIGHT SLOT - 36 ROLL LT - Y OVER

(VS. UNDER)



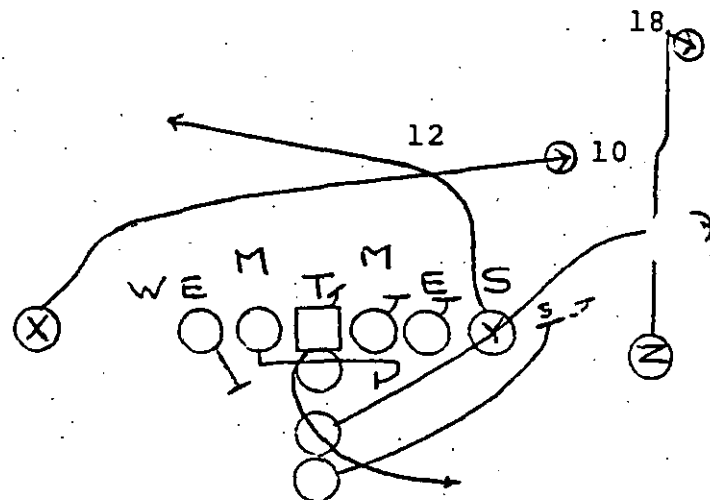
NEAR RT TIGHT - 37 ROLL RT. - X OVER

(VS. OVER TIM)



FULL RT. - 48 ROLL LT - Y OVER - X CB

(VS. 3-4) OFFSIDE GUARD IS UNCOVERED

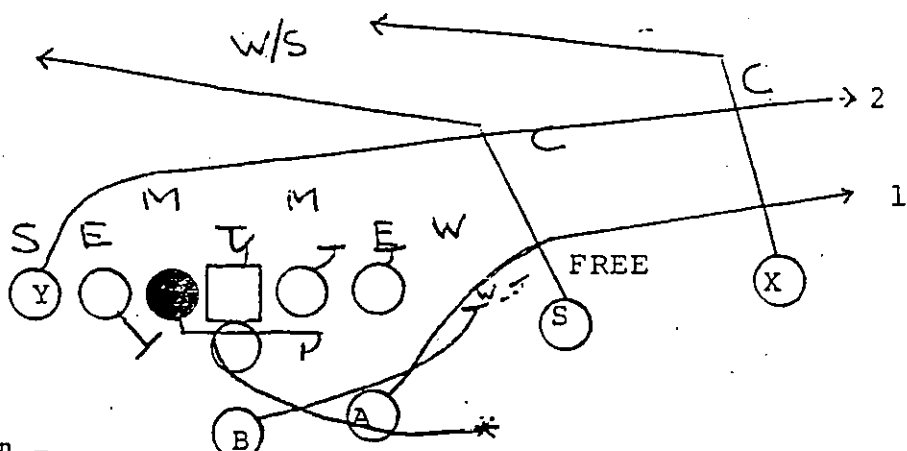


"I" LT. - 37 ROLL RT - X OVER - Z CB

ROLLOUTNOTE:

Offside Guard
is uncovered.

S/S



EX: FAR LEFT SLOT -
37 ROLL RIGHT - 76 Y OVER

ROLL (RIGHT OR LEFT)

NOTE: CAN BE STRONGSIDE or WEAKSIDE

Pass Protection used to avoid a good pass rush and/or put the Quarterback in a position to throw or run. The Quarterback will Roll BEHIND the Backs in the direction of his call "ROLL RIGHT" ("ROLL LEFT"). The Backs will run the action called (Ex: 36, 49, etc.) The same direction as the "ROLL" (Right/Left). The first Back out has no blocking responsibility (FREE) and will run a FLAT route. The second Back out is responsible for the outside linebacker to the side of the Roll, N/T help seal end man on line of scrimmage. The Quarterback can throw on the move, get outside containment and run, or set up behind the Offensive Tackle and throw to deeper or secondary receivers. There will be called routes to X-Y-Z-SLOT. The line will block MAN protection with Hook Block Technique onside. The uncovered lineman will pull and protect TO side of Rollout direction (Right/Left).

"X" - Run Called or Pattern Route

"Y" - Run Called or Pattern Route

"Z" (SLOT) - Run Called or Pattern Route

"A" - 1st Back - Free, Run Pattern Route

2nd Back - Check outside LB "dog", no "dog", help seal end man on line of scrimmage.

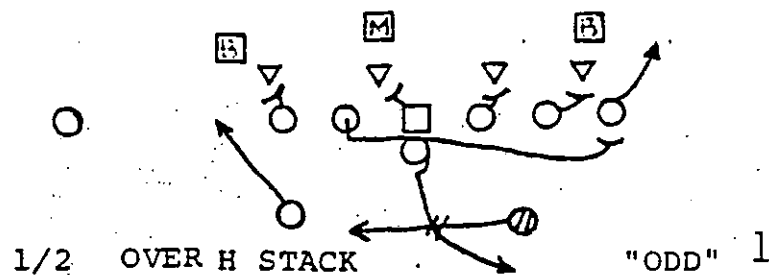
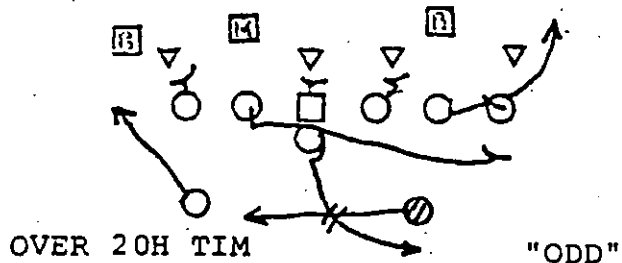
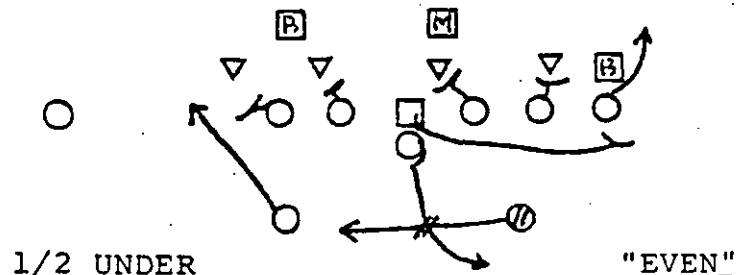
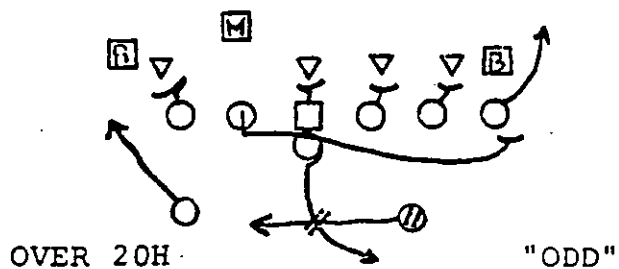
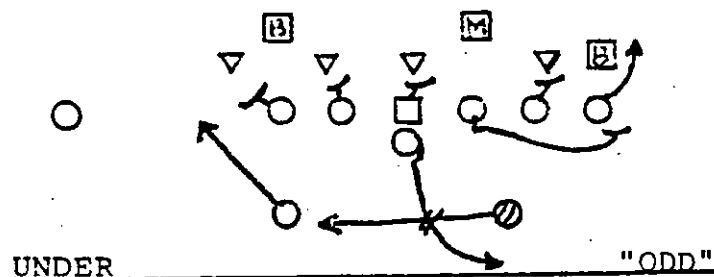
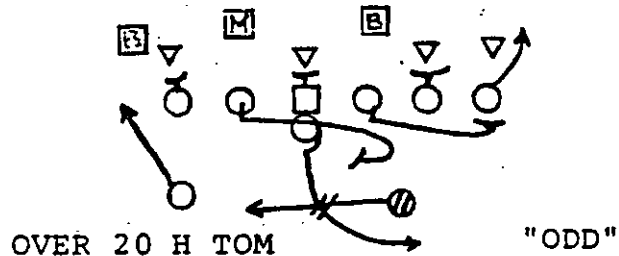
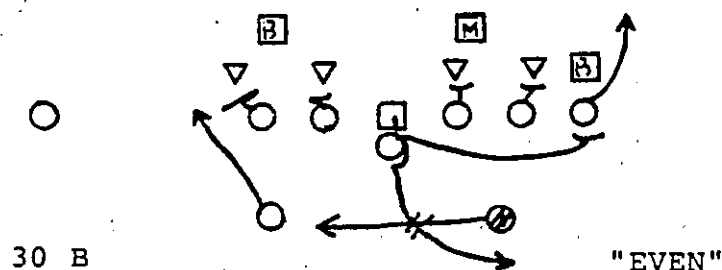
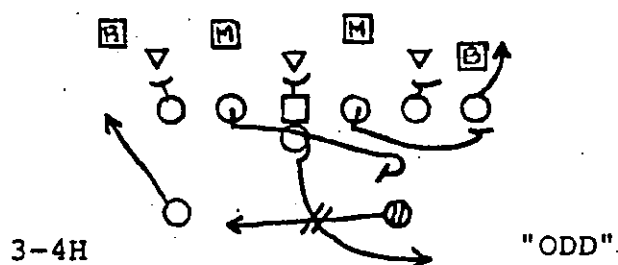
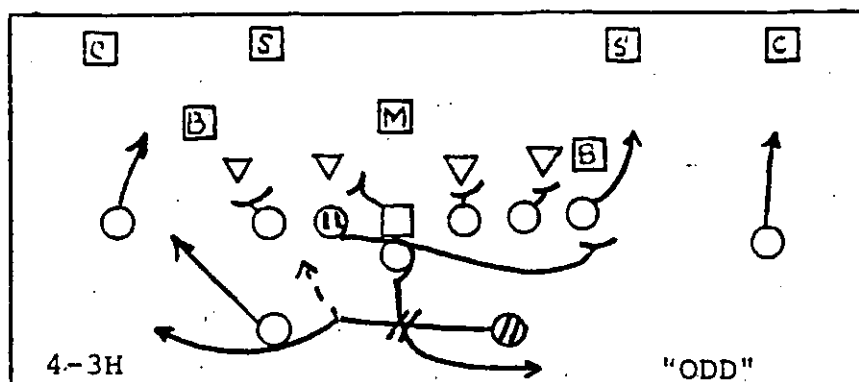
"B" - 1st Back - Free, Run Pattern Route

2nd Back - Check outside LB "dog", no "dog", help seal end man on line of scrimmage.

NOTE: Quarterback will set up 7 yards deep slightly outside the Onside Tackle's original alignment if he hasn't already thrown or broken the containment of the rush.

BOOT RIGHT (STRONG)

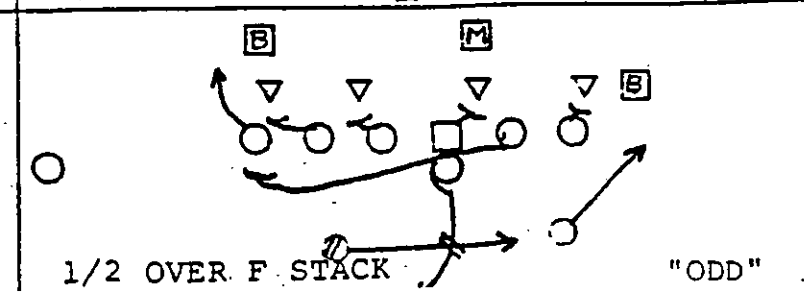
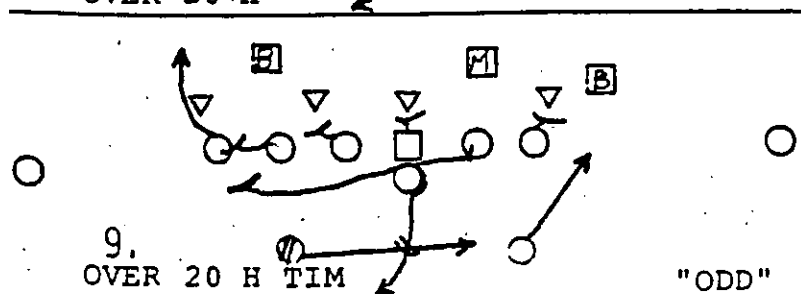
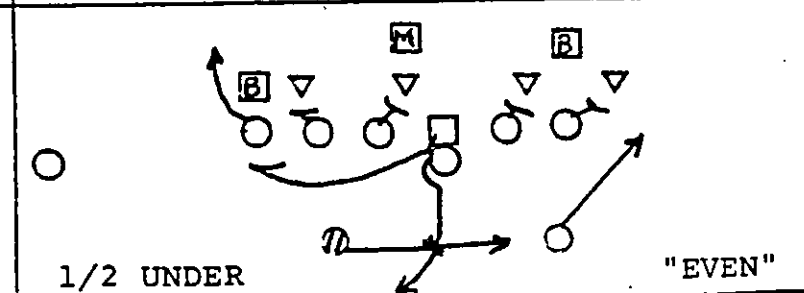
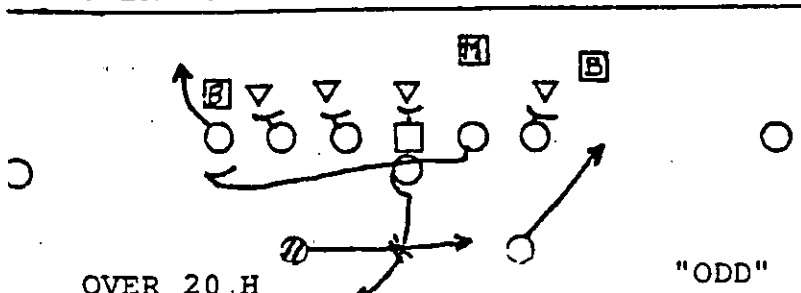
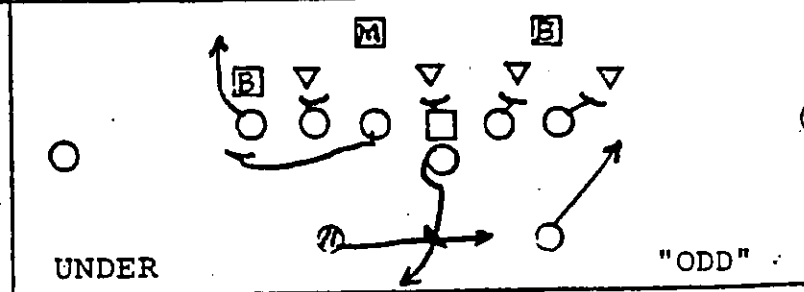
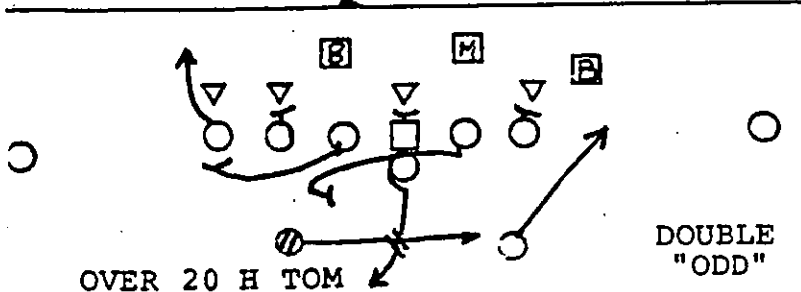
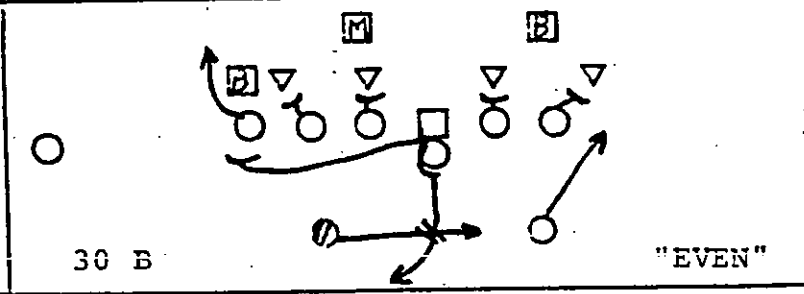
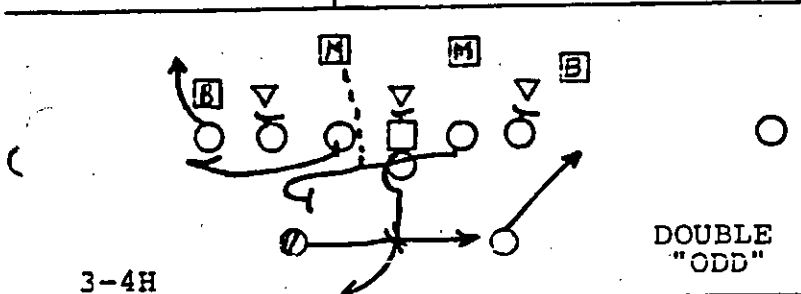
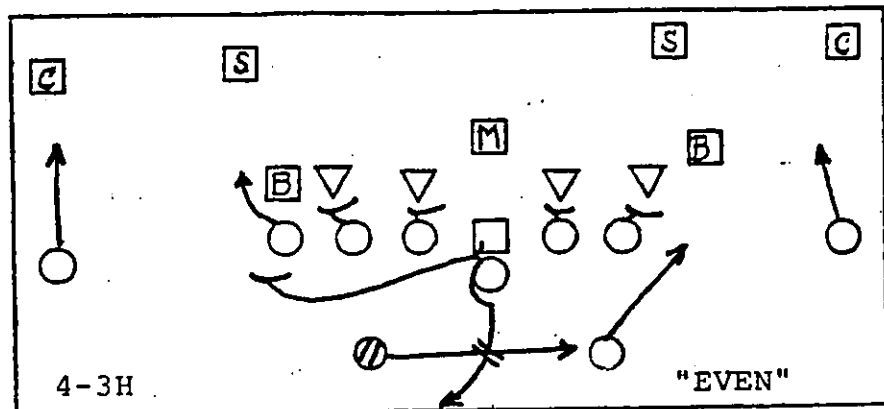
- QB Open pivot opposite to flow of Backs. Set up in inside tackle area.
- HALF Run route called.
- FULL Fake play called: - check inside linebacker first - then responsi
for outside linebacker his side.

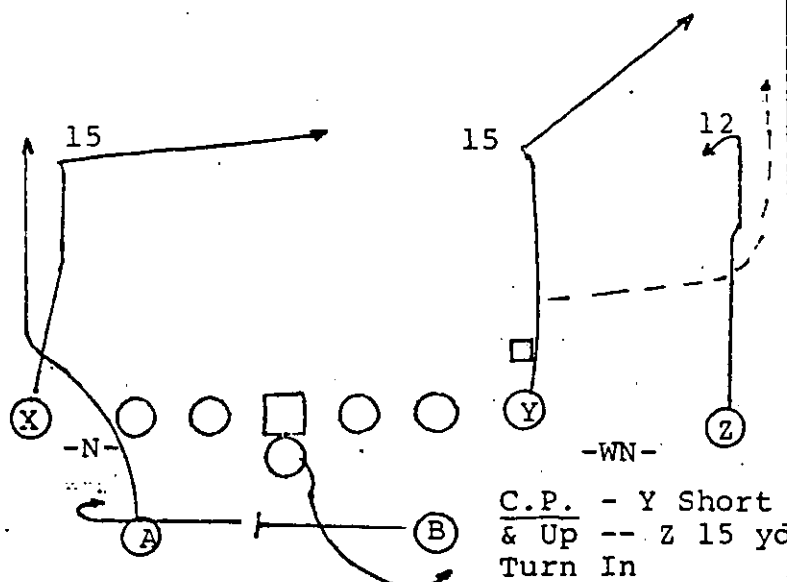


BOOT LEFT (STRONG)

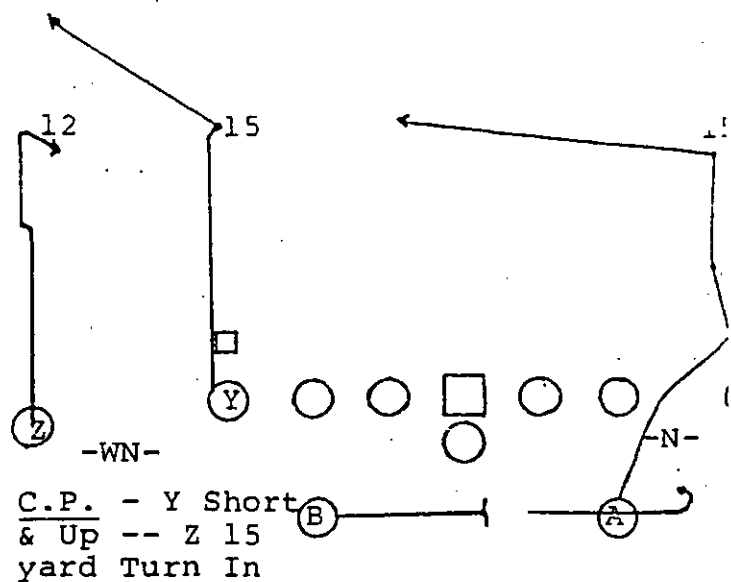
"Y" Pattern

On T Defensive End)
 On G) Vs. Tom On T block Defensive Tackle - On G pull
) for Defensive End.
 C) Covered - Tackle
) Uncovered - Sam
 off G)
 Off T Defensive End

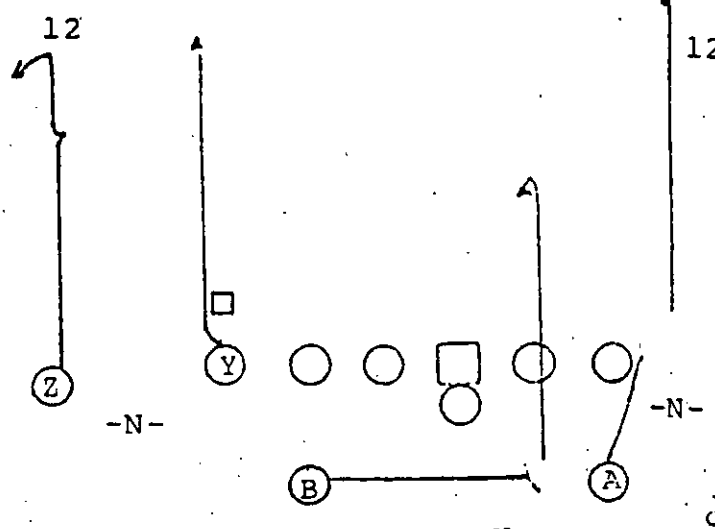
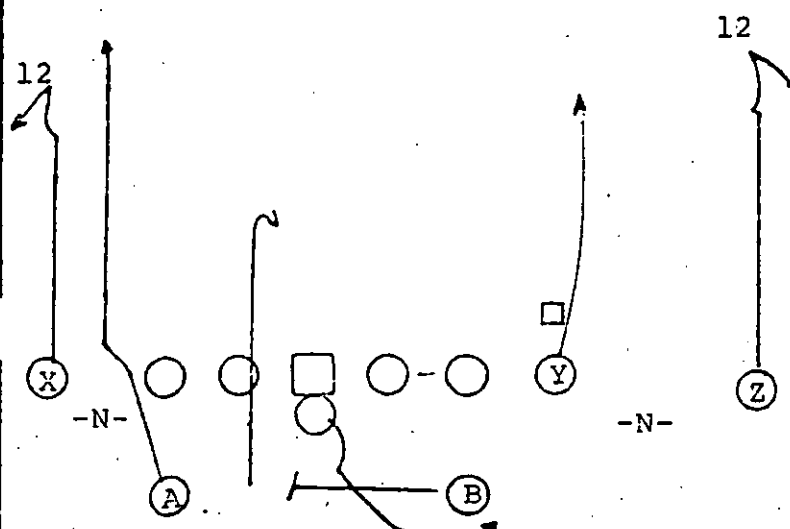
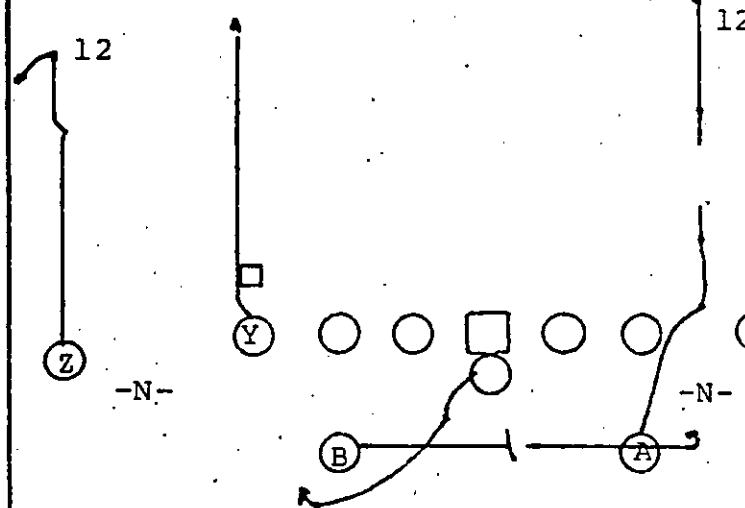
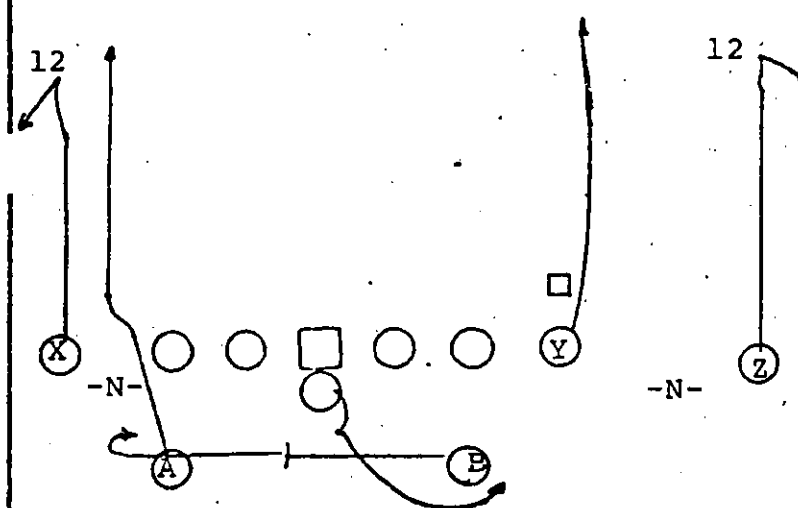


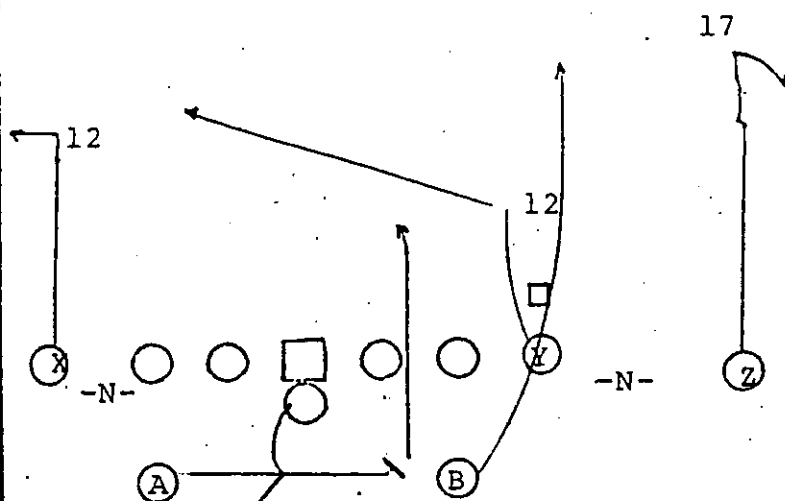


BOOT RT. Y COR. Z T.I.; Y SHORT & UP

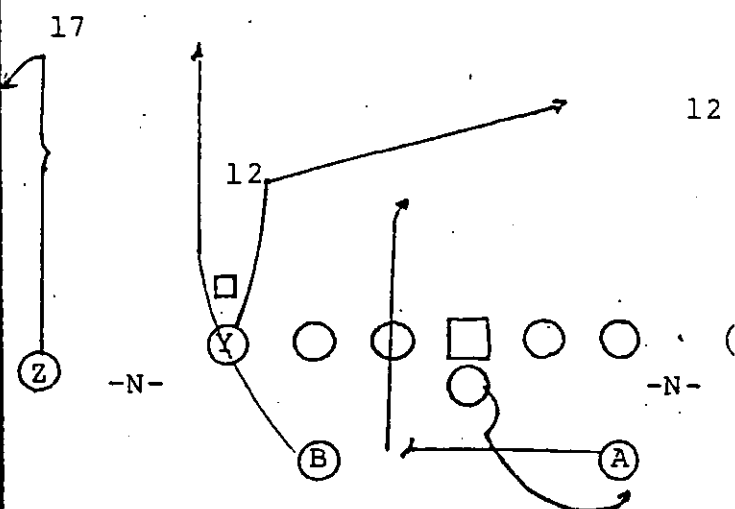


BOOT LEFT Y COR. Z T.I.; Y SHORT & U

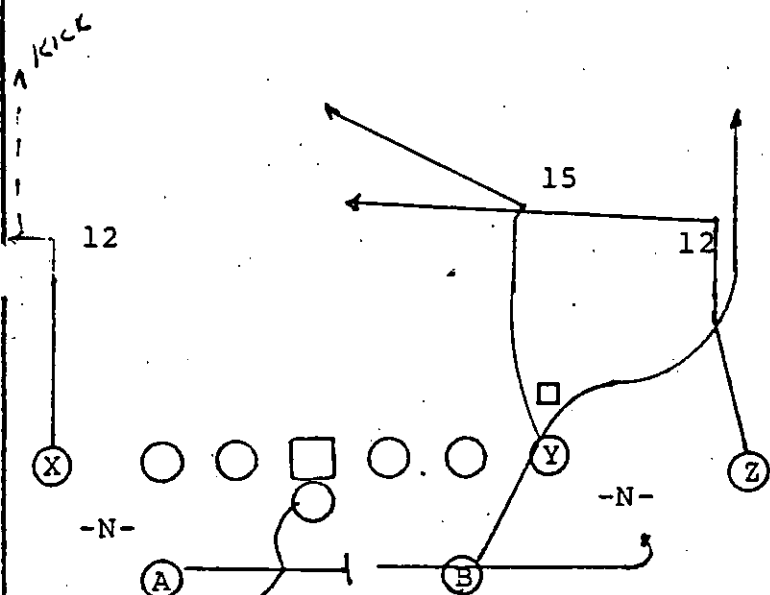




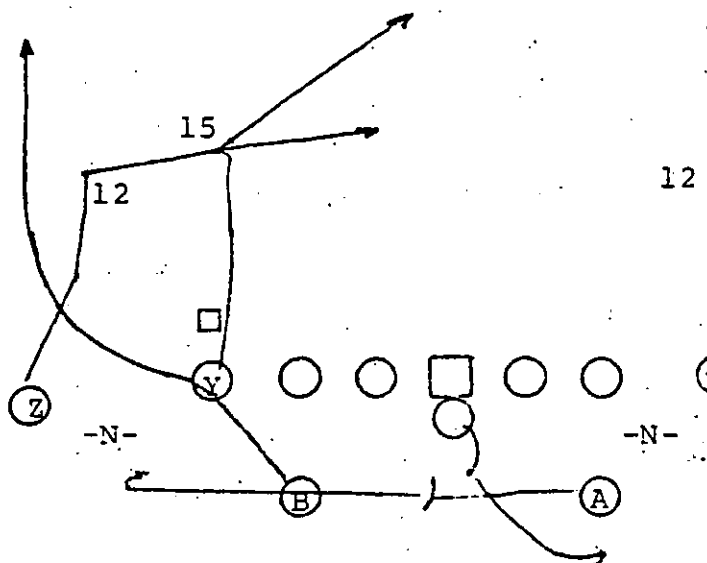
BOOT LEFT "A" CHECK THRU



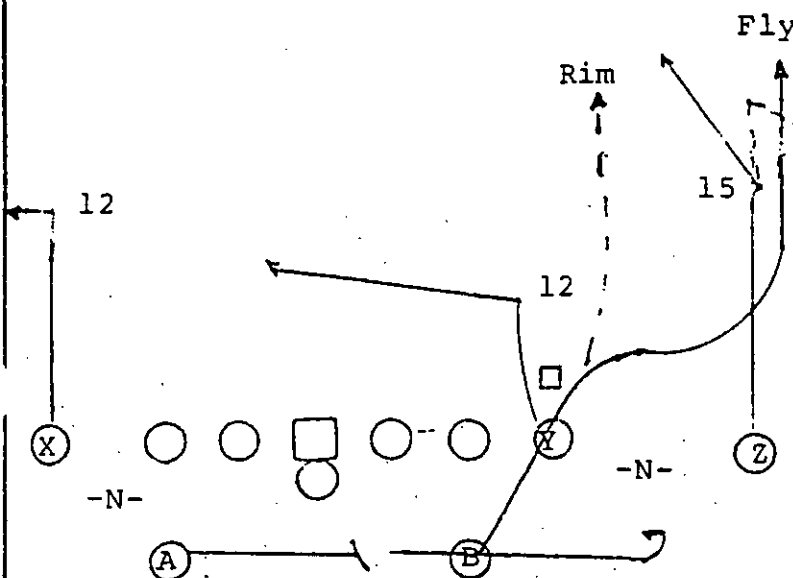
BOOT RIGHT "A" CHECK THRU



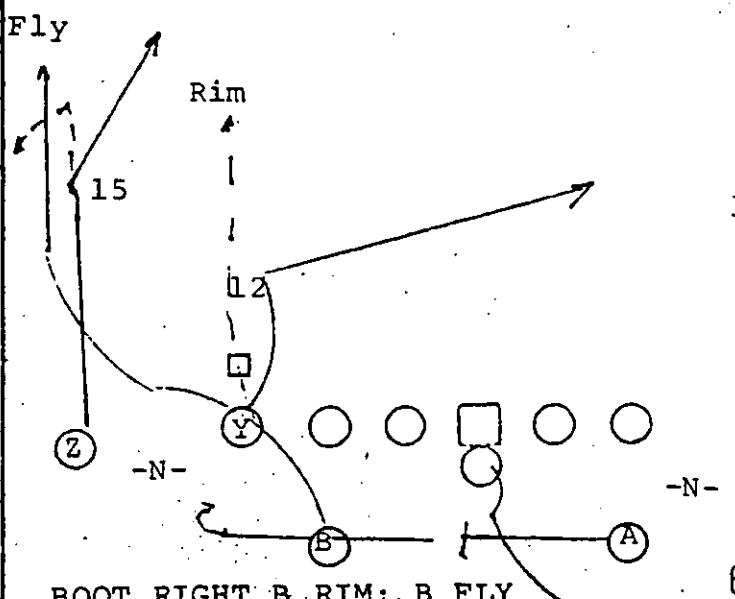
BOOT LEFT Y POST



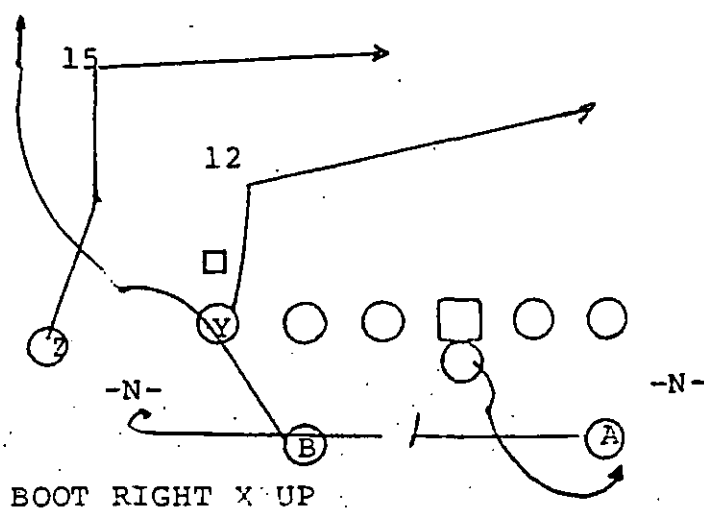
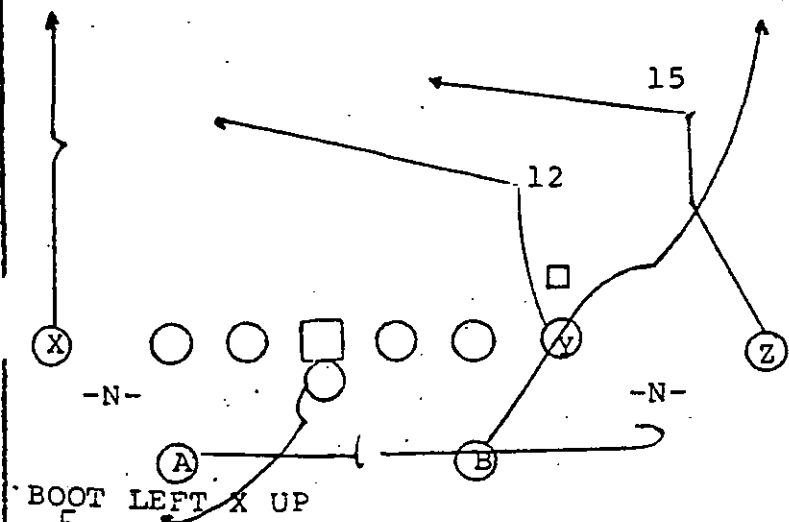
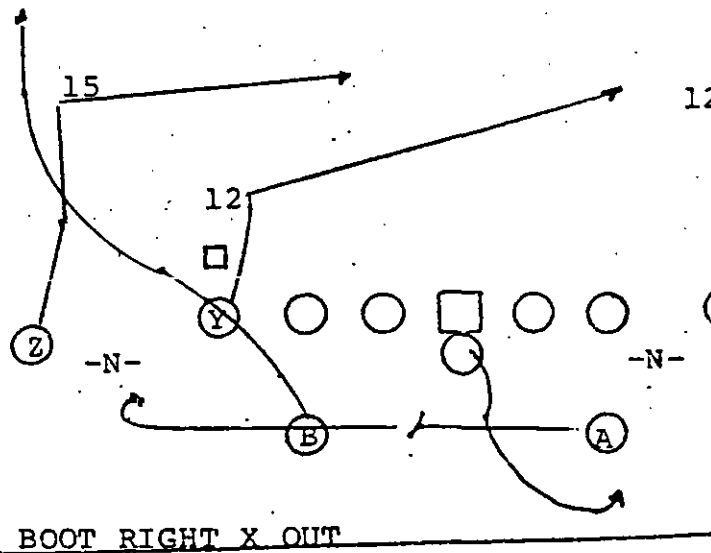
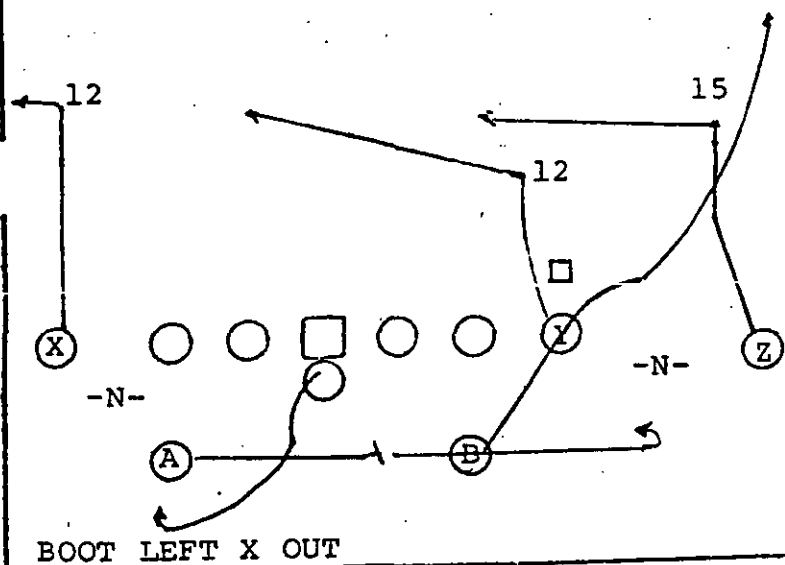
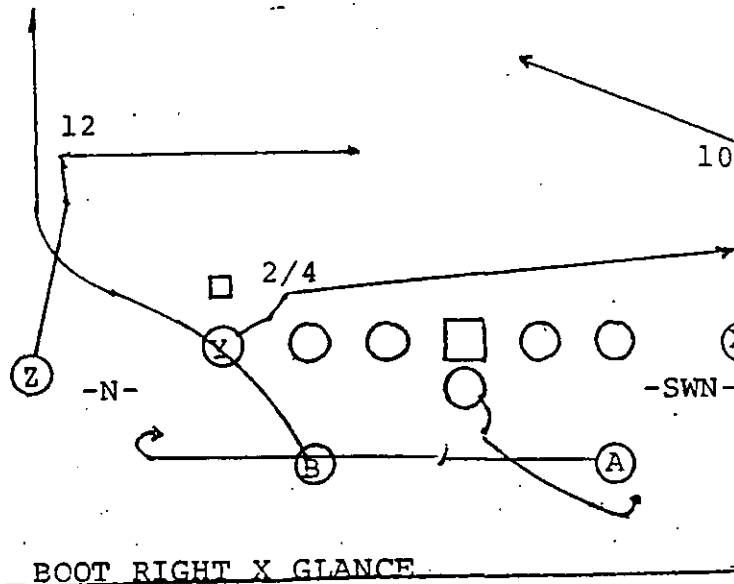
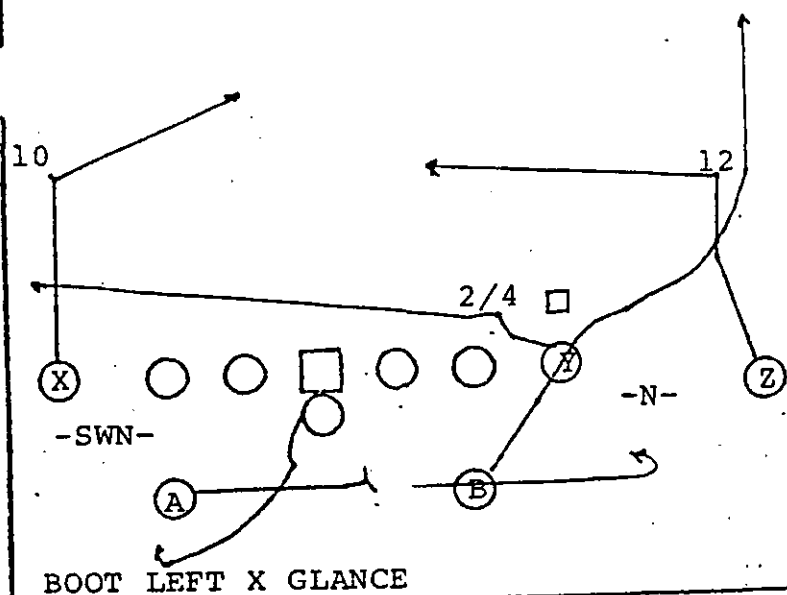
BOOT RIGHT Y POST

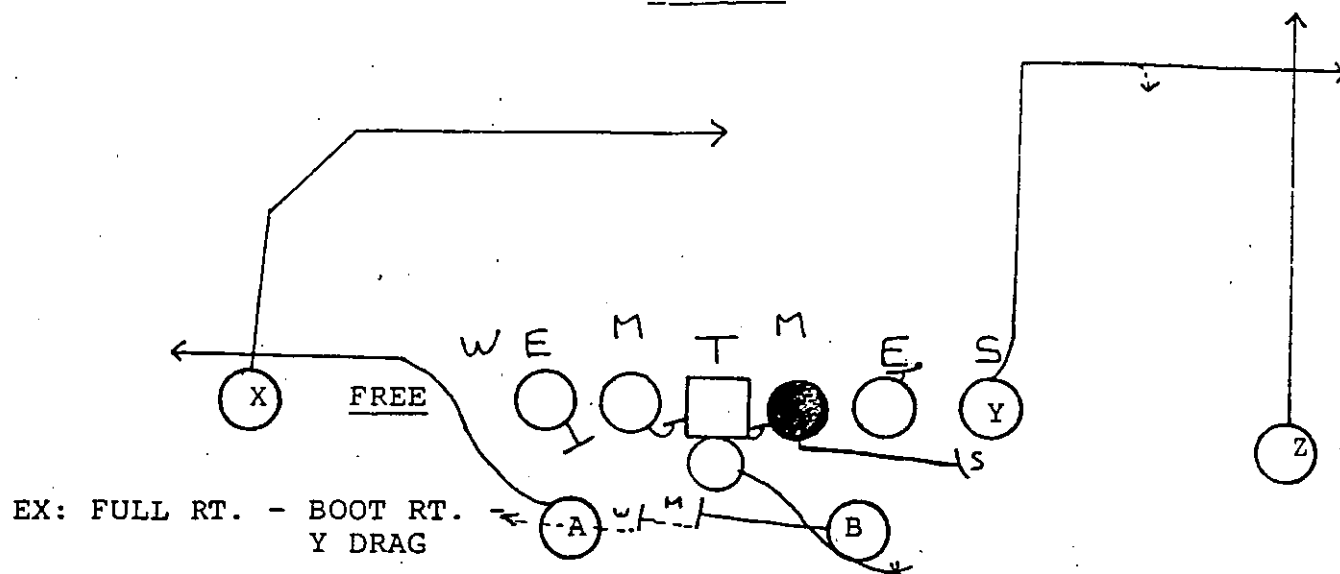


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ROOT RIGHT R. RTM: B FLY



BOOTLEG

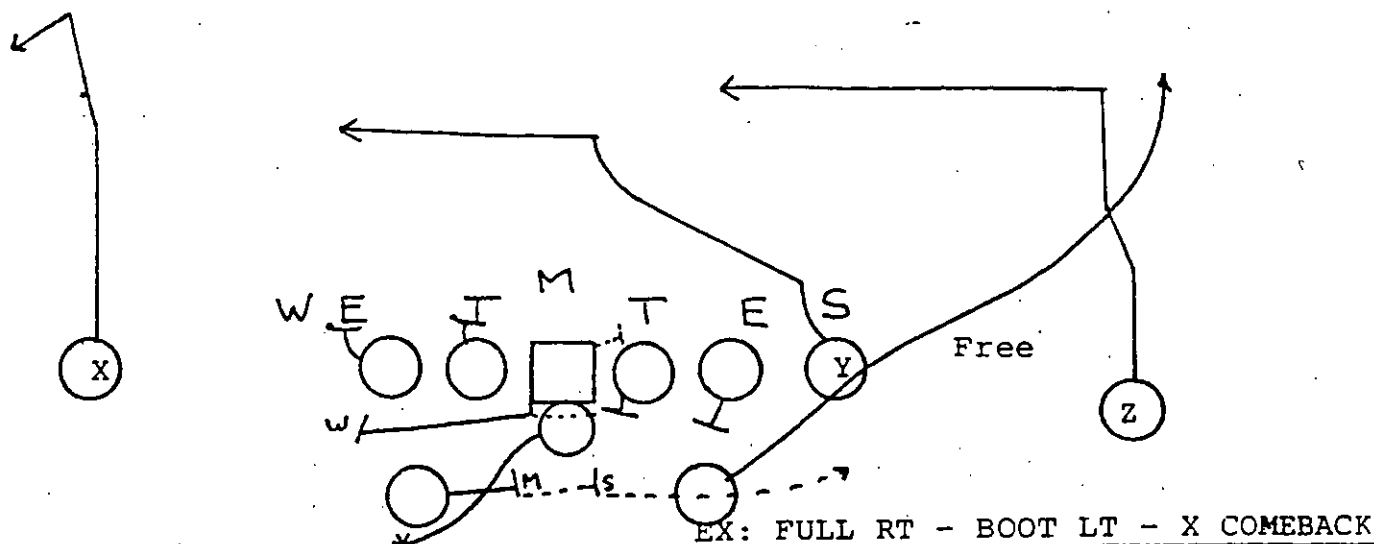
BOOTLEG'S (RIGHT OR LEFT)

NOTE: CAN BE STRONGSIDE or WEAKSIDE

NOTE: All responsibilities remain the same as "4 Man Rush" rules with the exception of the Line.

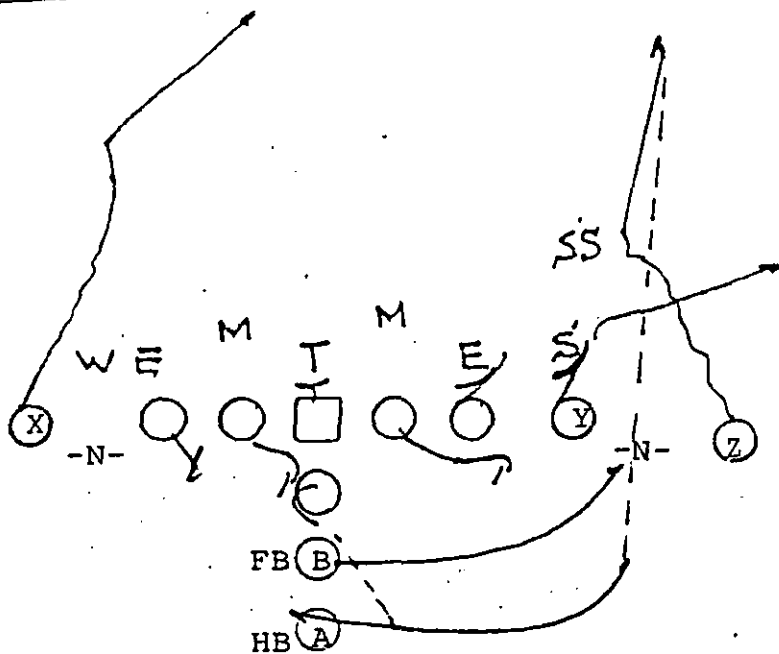
The Line is responsible for BUBBLE Backer (Mike-Mac) and outside linebacker (Sam-Will) TO the direction of the Bootleg (Right-Left). Uncovered Lineman (ON-SIDE GUARD) is responsible for OUTSIDE linebacker dog (Sam-Will).

BOOTLEG

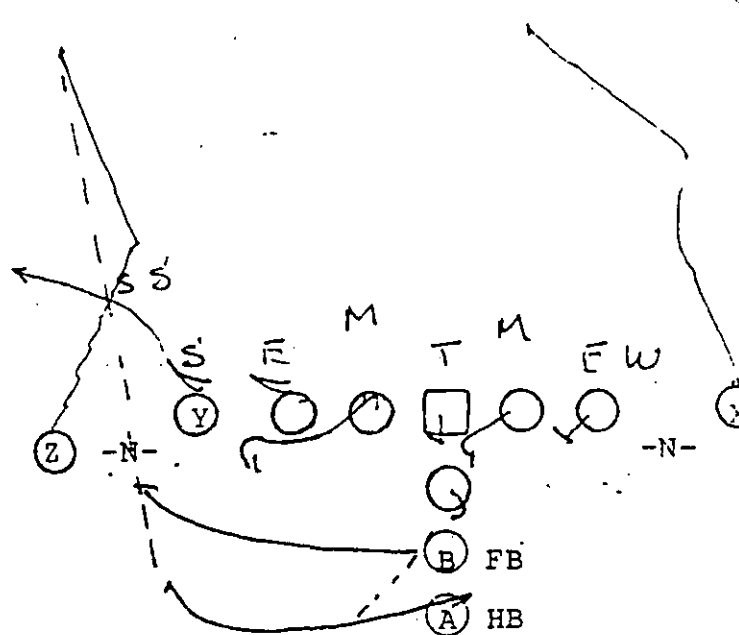


NOTE: CAN BE STRONGSIDE or WEAKSIDE

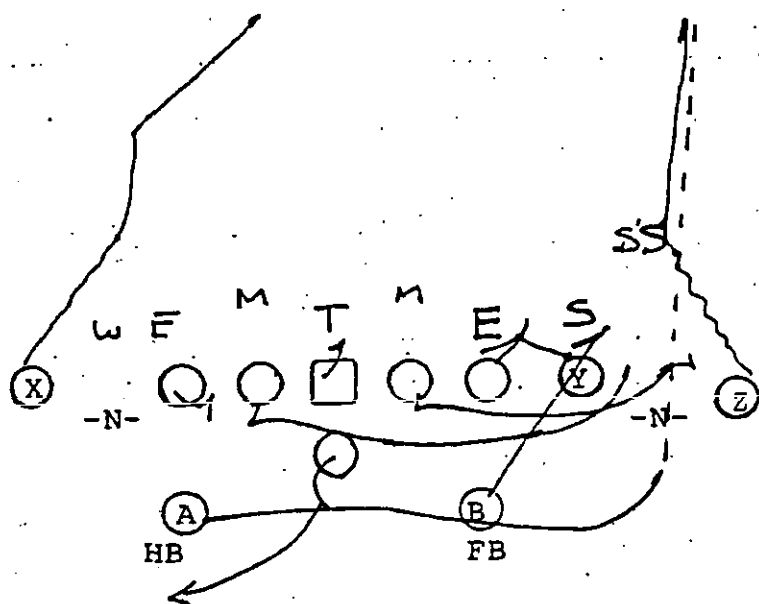
NOTE: Quarterback will set up 7 yards deep slightly outside the Onside Tackle's original alignment. Get outside the containment if rush allows it.



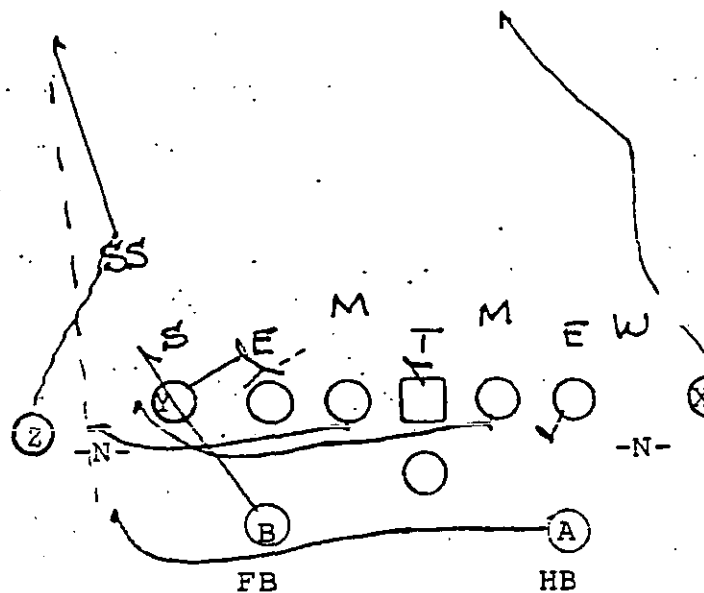
"I" RIGHT - TOSS 19 RUN PASS



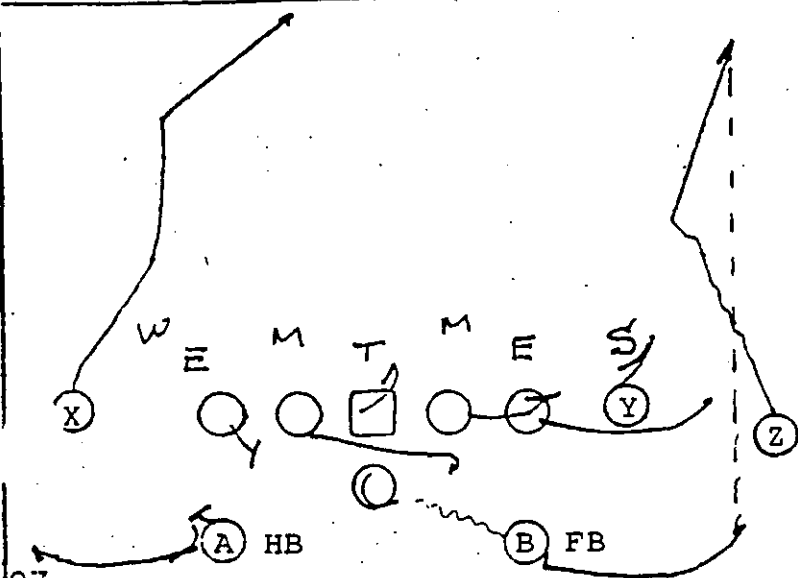
"I" LEFT TOSS 18 RUN PASS



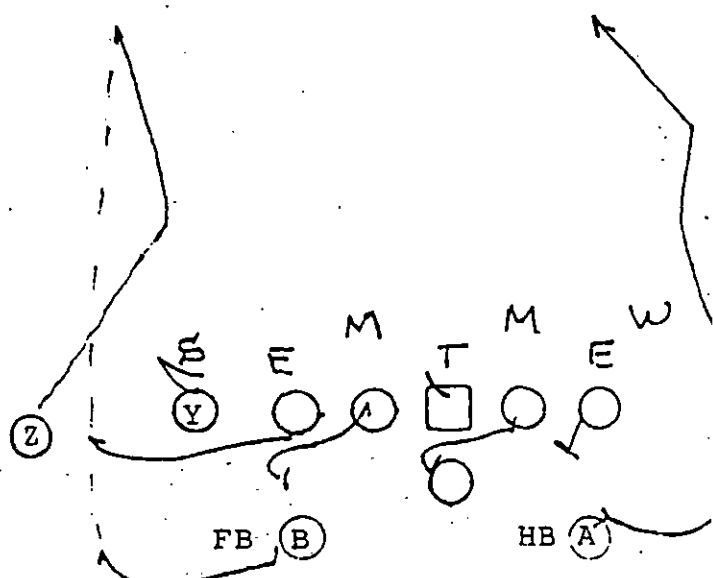
FULL RIGHT - 49 BOB RUN PASS



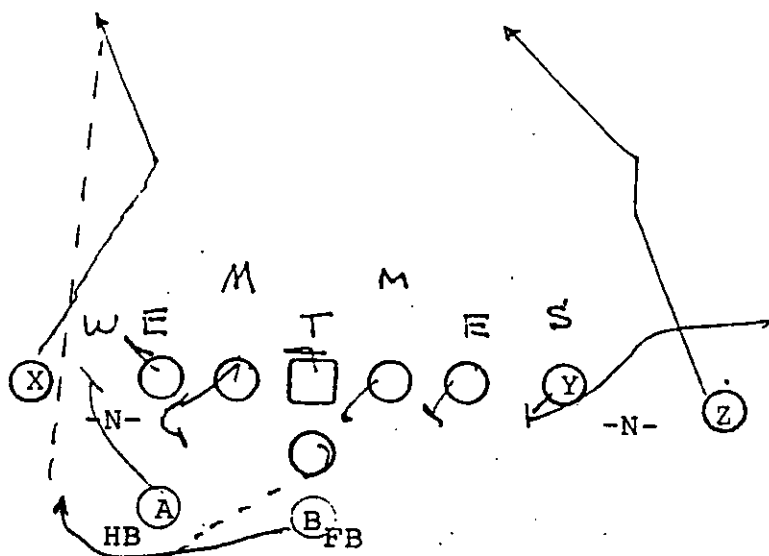
FULL LEFT - 48 BOB RUN PASS



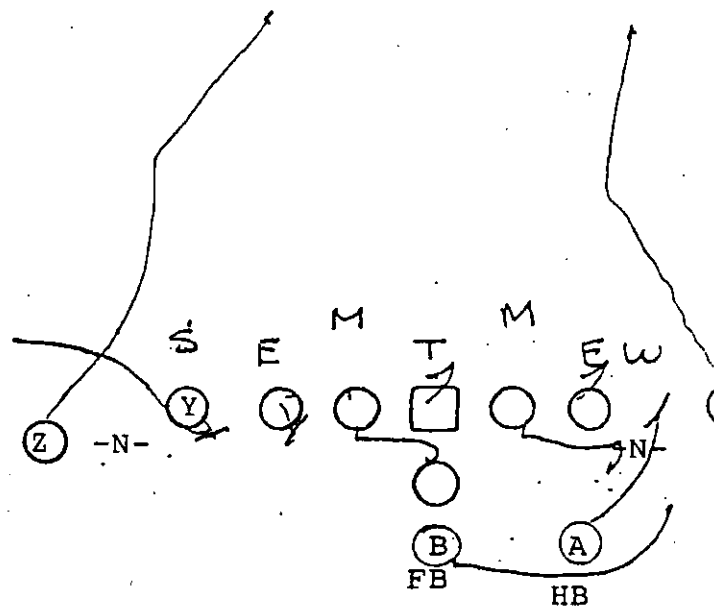
23 FULL RIGHT - TOSS 59 RUN PASS



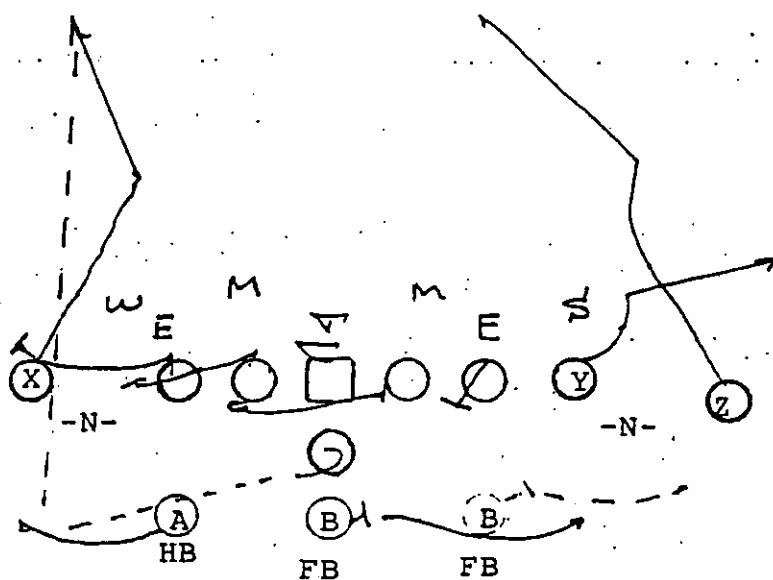
FULL LEFT - TOSS 58 RUN PASS



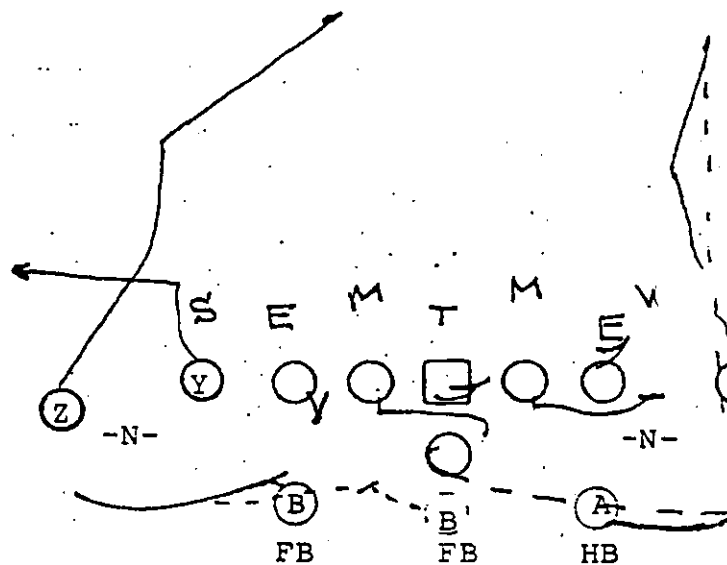
FAR RIGHT FLIP 38 RUN PASS



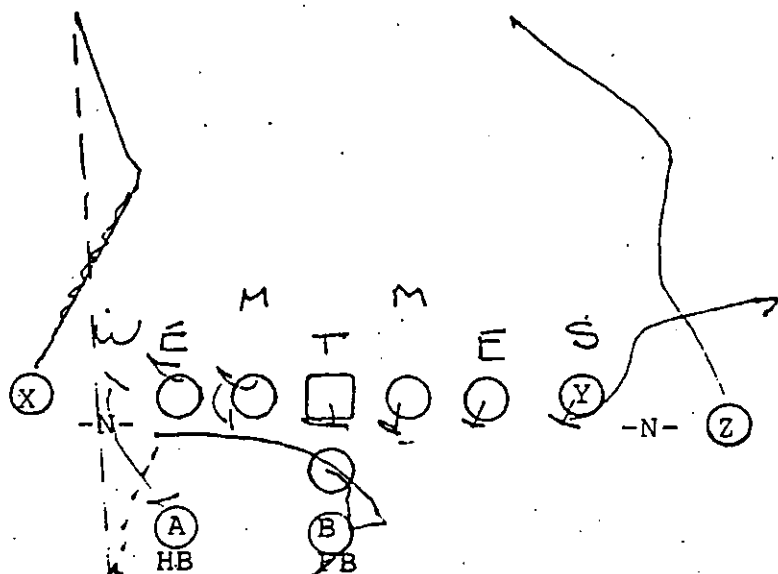
FAR LEFT FLIP 39 RUN PASS



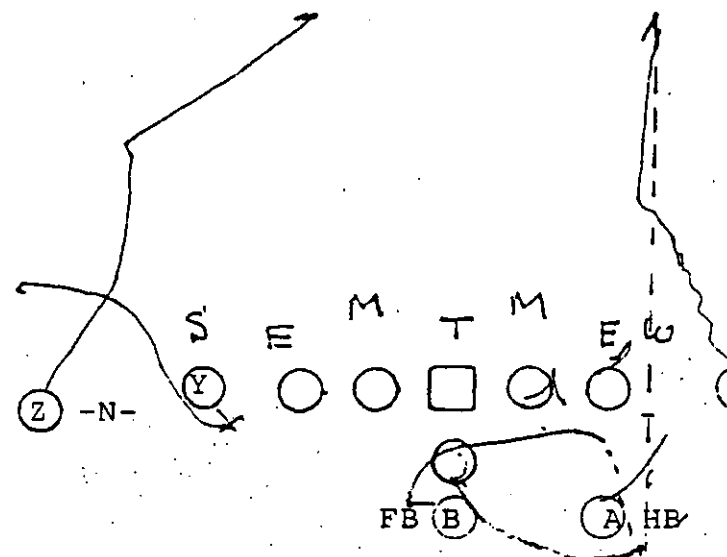
FAR (FULL) RIGHT - TOSS 58 RUN PASS



FAR (FULL) LEFT - TOSS 59 RUN PASS

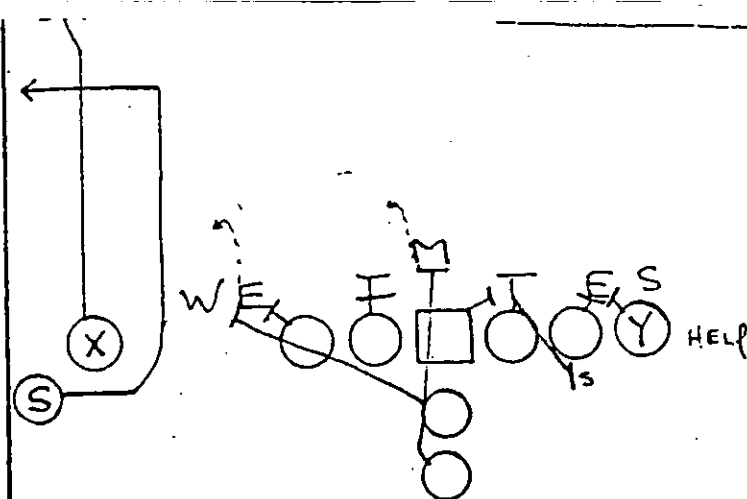
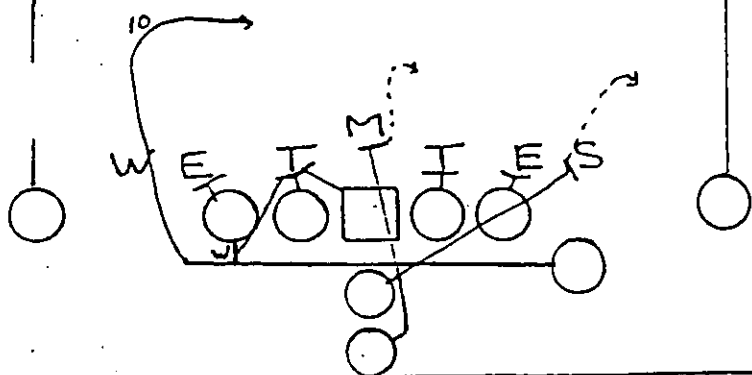


FAR RIGHT DRAW 4 LATERAL PASS

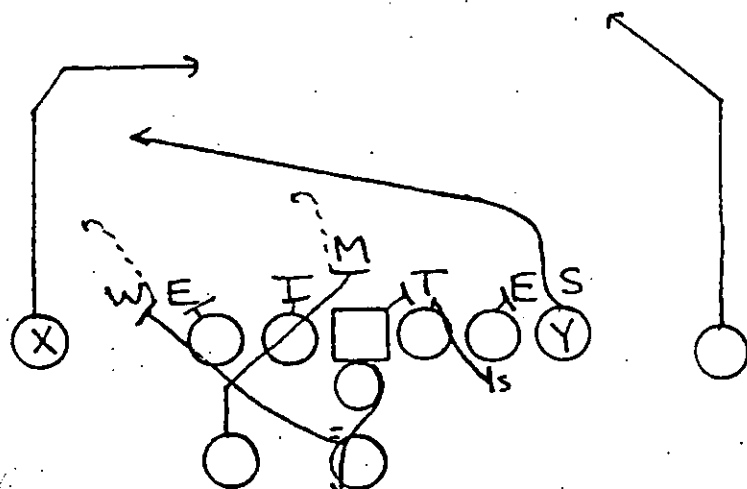


FAR LEFT DRAW 5 LATERAL PASS

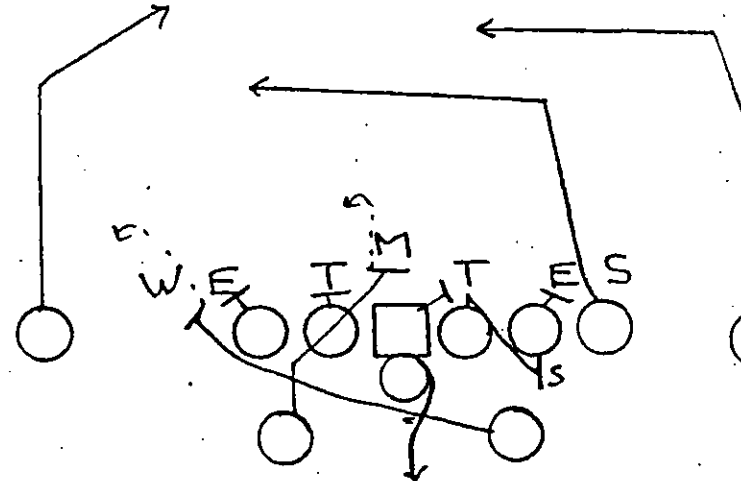
MOVE 1 LT. - 515 Z COMEBACK
(MIX "I" LT. - 515 Z COMEBACK)



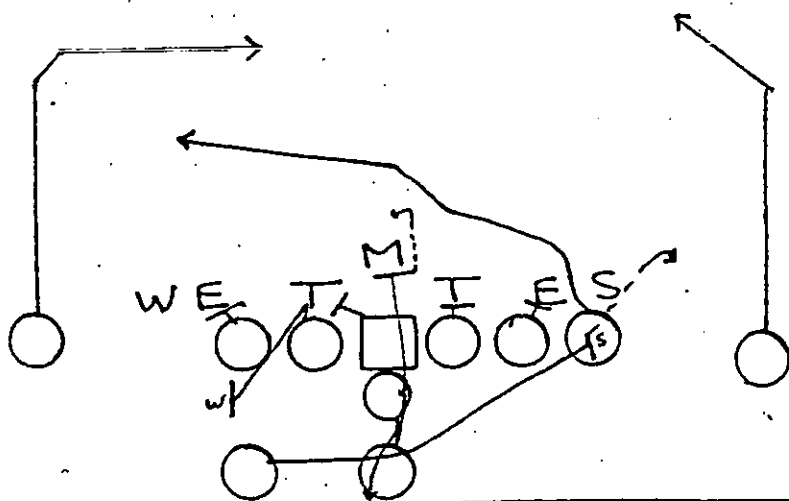
FAR RT. - 550 X IN - Y OVER



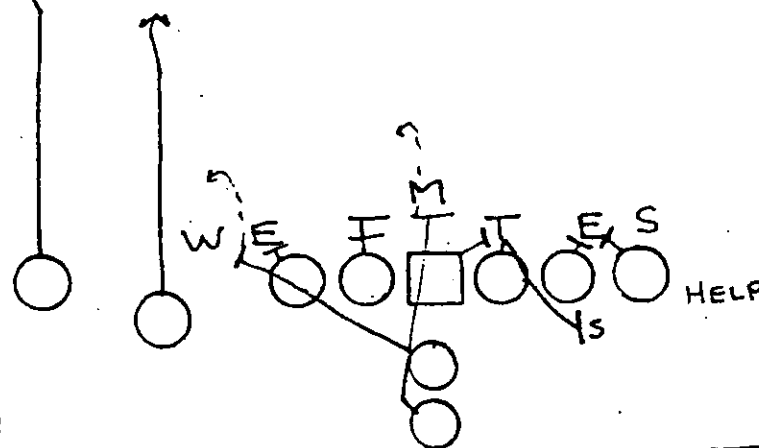
FULL RT. - 550 - 6 PASS



FAR RT. - BELLY 549 X IN - Y OVER

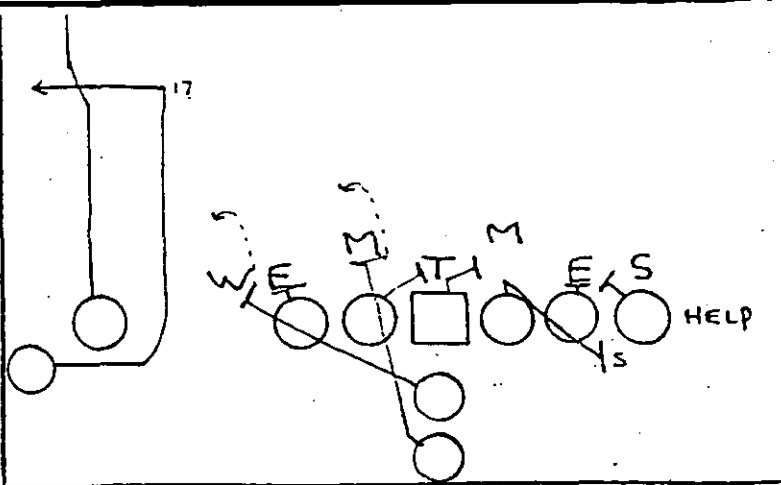
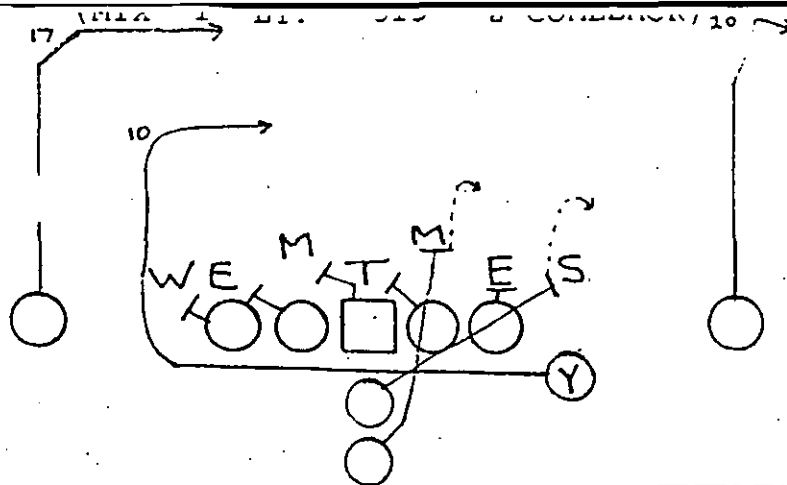


"I" RT. SLOT - 514 HELP - SLOT HOOK -
X COMEBACK

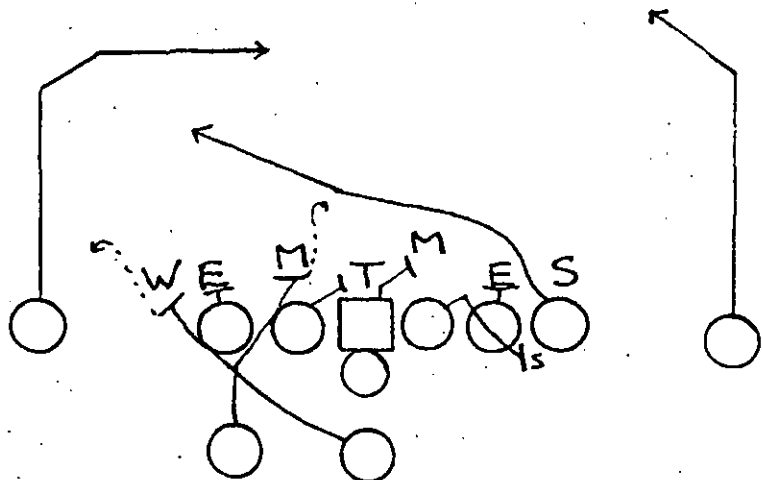


W E T M T E S
○ ○ □ ○ ○ ○

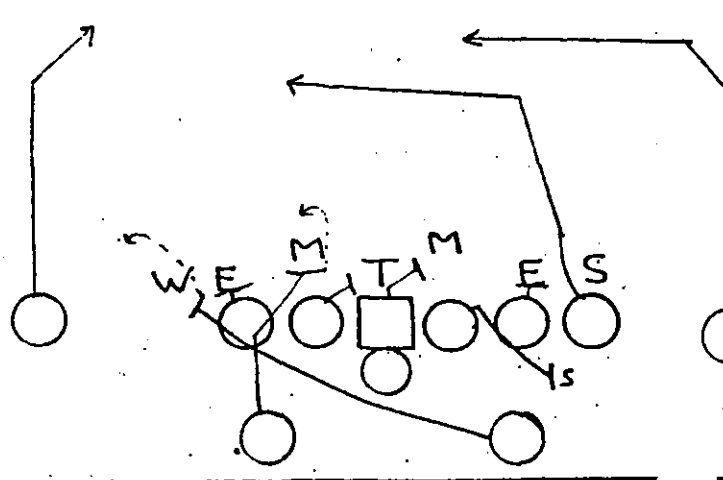
W E T M T E S
○ ○ □ ○ ○ ○



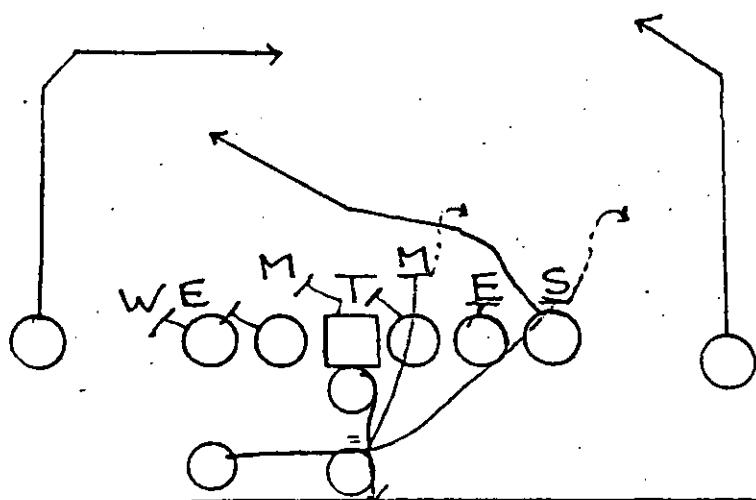
FAR RT. - 550 X IN - Y OVER



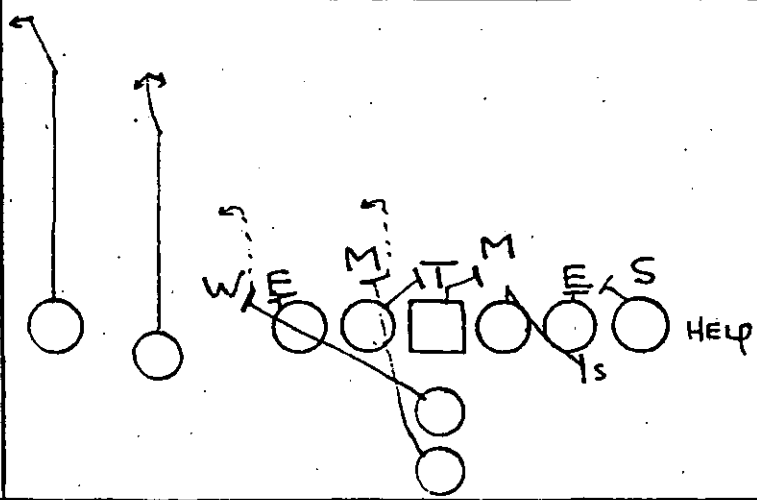
FULL RT - 550 - 6 PASS



FAR RT. - BELLY 549 X IN - Y OVER

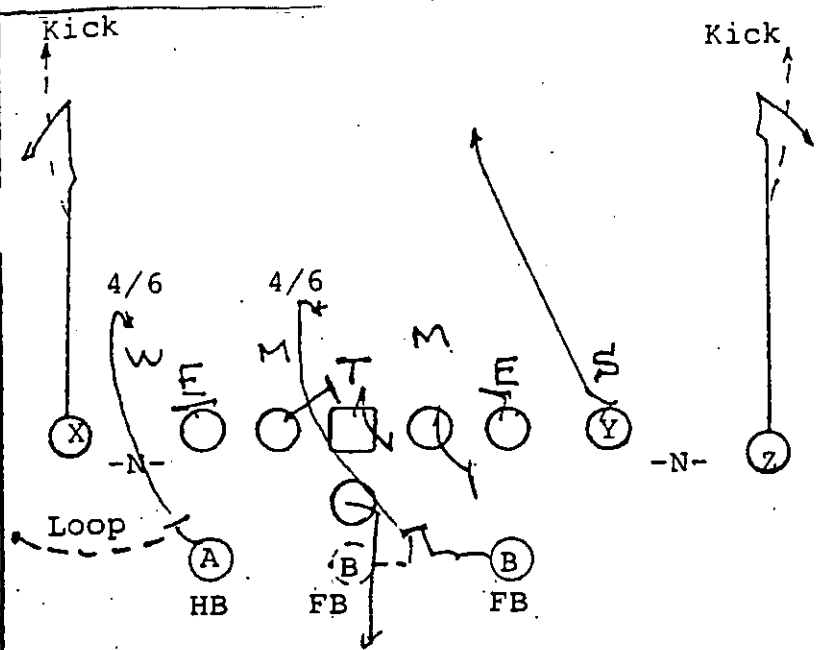


"I" RT. SLOT - 514 HELP-SLOT HOOK-X CE

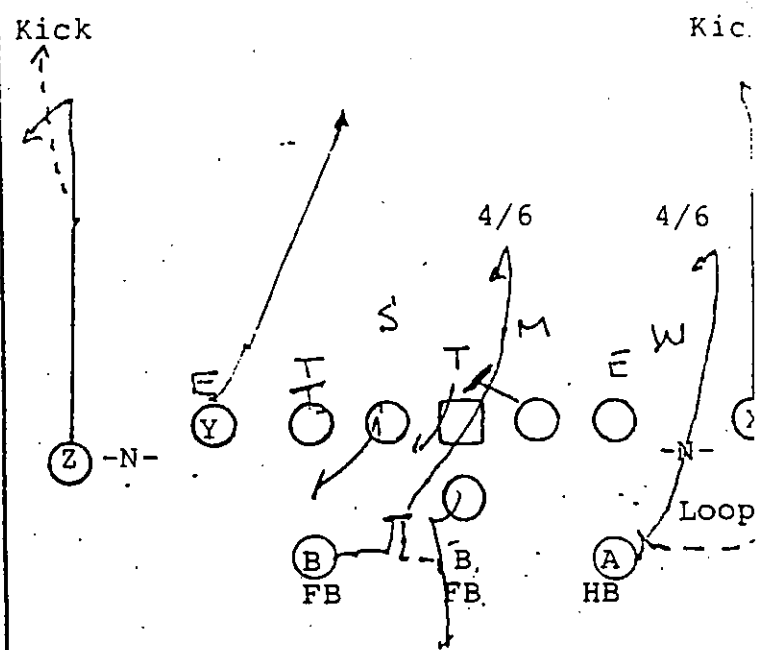


W E M T M E S
○ ○ □ ○ ○ ○

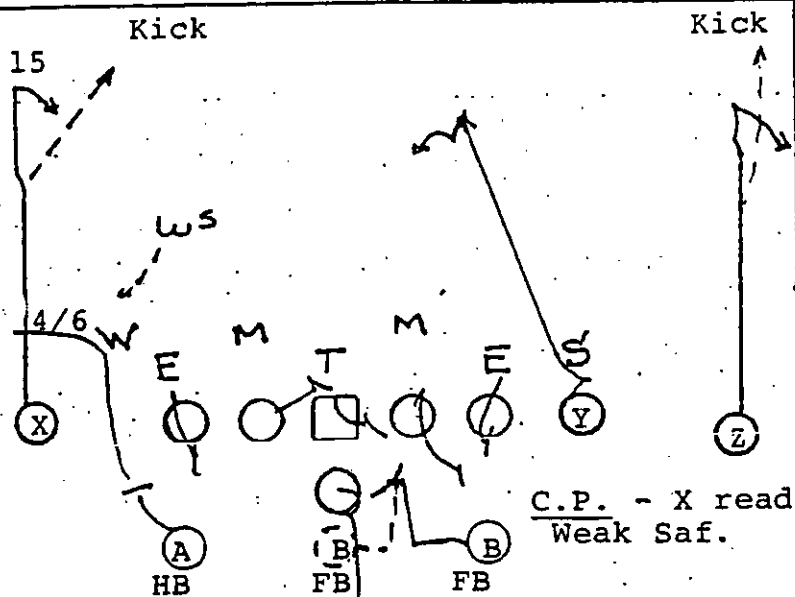
W E M T M E S
○ ○ □ ○ ○ ○



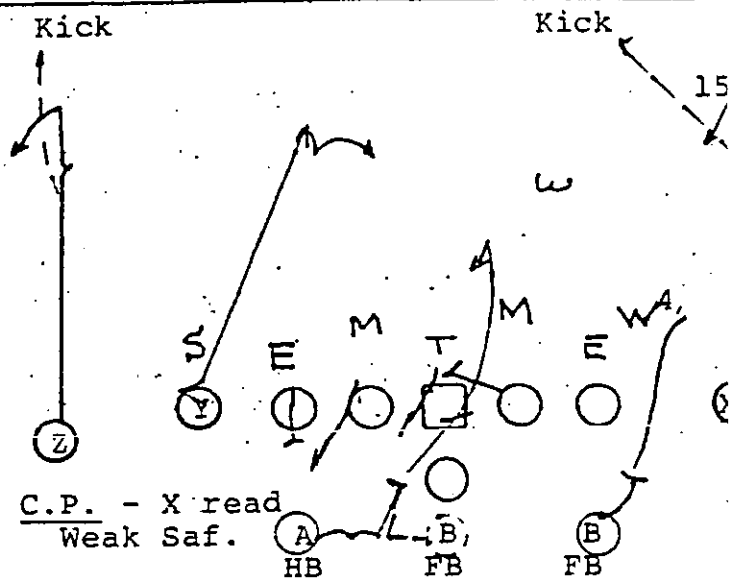
FULL (FAR) RIGHT 504 X-2 COMEBACK



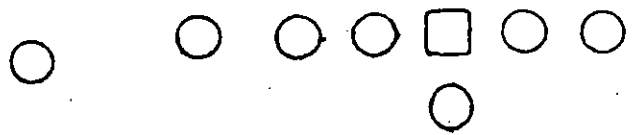
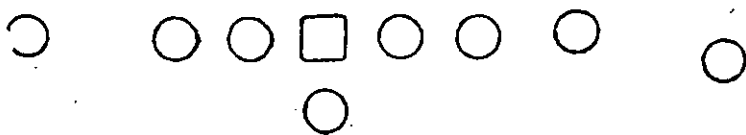
FULL (FAR) LEFT 505 X-Z COMEBACK



FULL (FAR) RIGHT 504 X HOOK A OUT



FULL (FAR) LEFT 505 X HOOK A OUT



ZOOM SHORT) J
AR (FULL) RIGHT B-549 Z CROSS

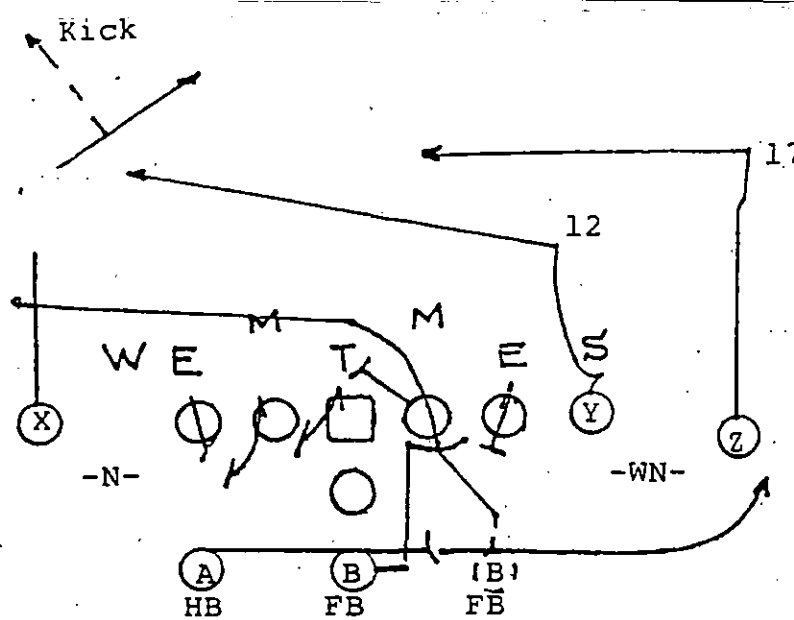
(ZOOM SHORT)
FAR (FULL) LEFT B-548 Z CROSS

R. (FULL) RIGHT 550 X IN - Z POST

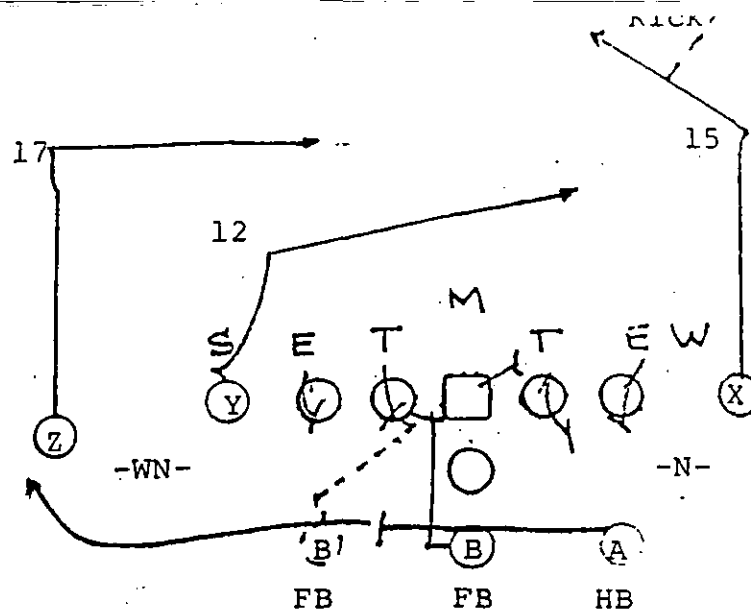
FAR (FULL) LEFT 551 X IN - Z POST

R (FULL). RIGHT 550 X HOOK

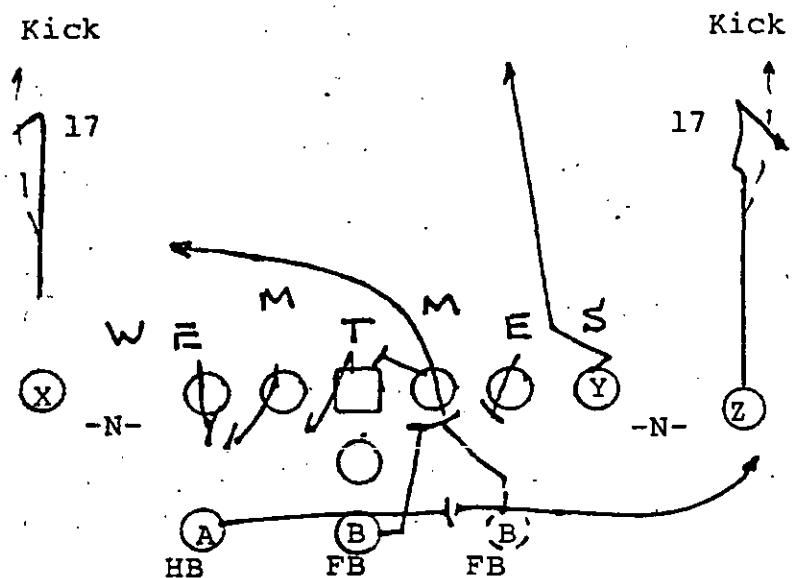
FAR (FULL) RIGHT 551 X HOOK



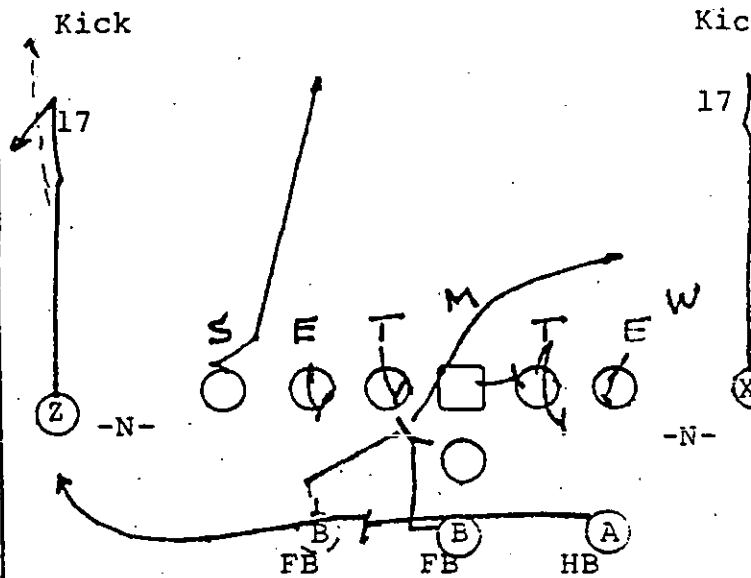
FAR (FULL) RIGHT B-549 Z IN



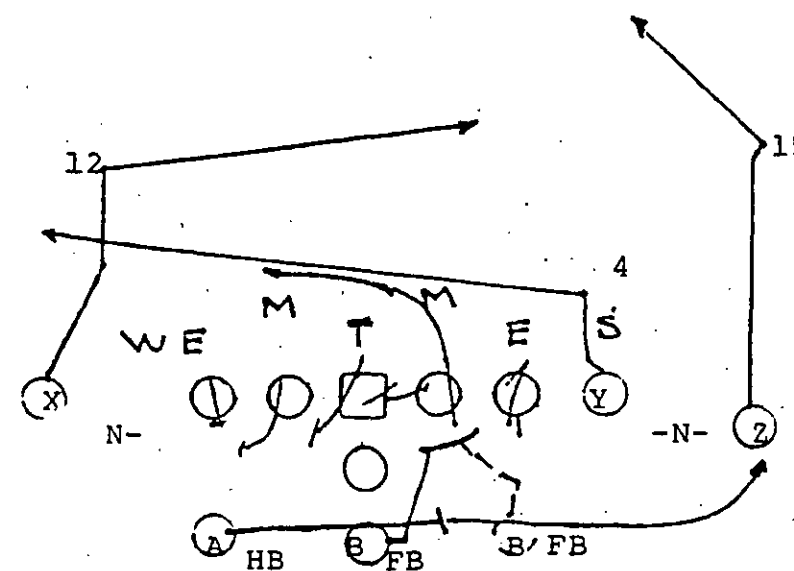
FAR (FULL) LEFT B-548 Z IN



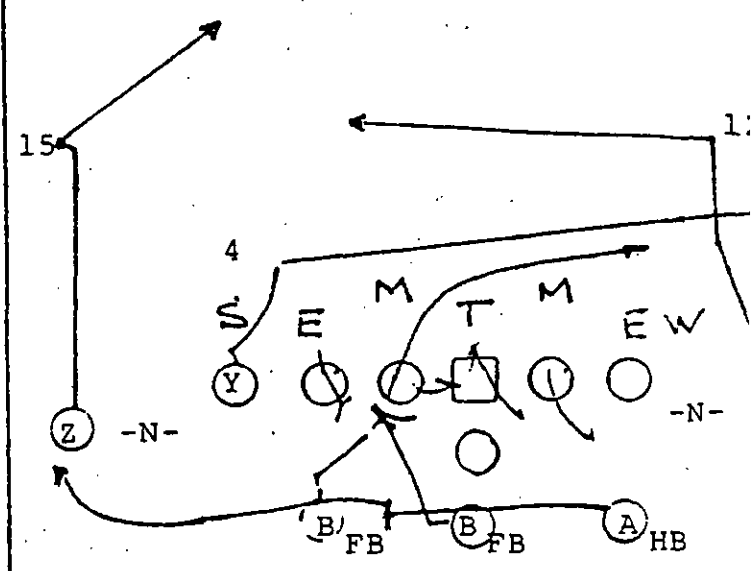
FAR (FULL) RIGHT B-549 X-Z COMEBACK



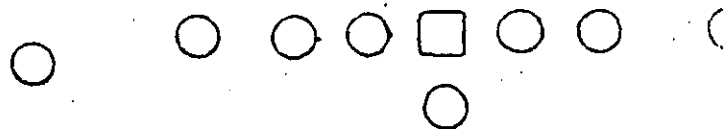
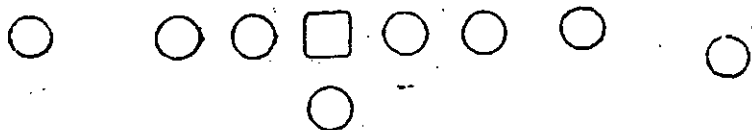
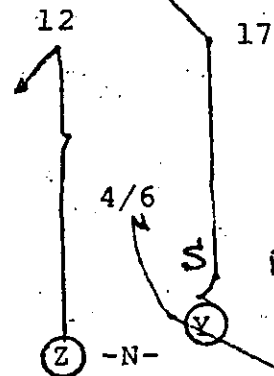
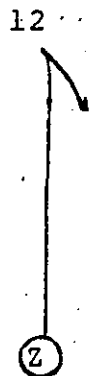
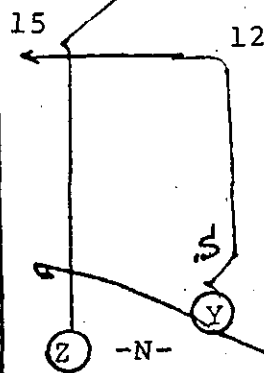
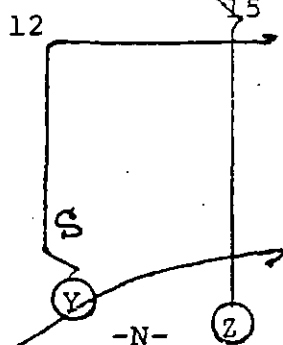
FAR (FULL) LEFT B-548 X-Z COMEBACK

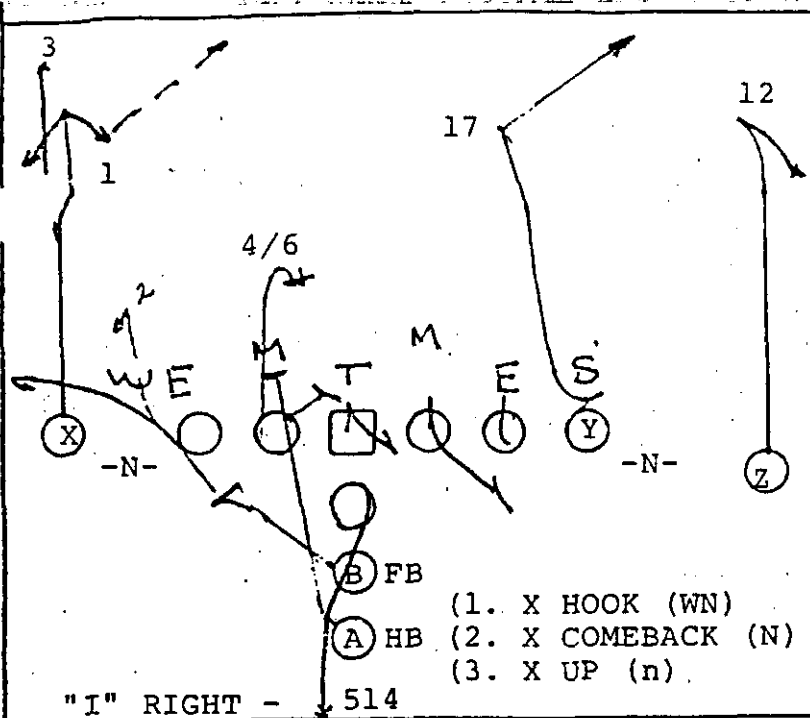


FAR (FULL) RIGHT B-549 X CROSS
17.

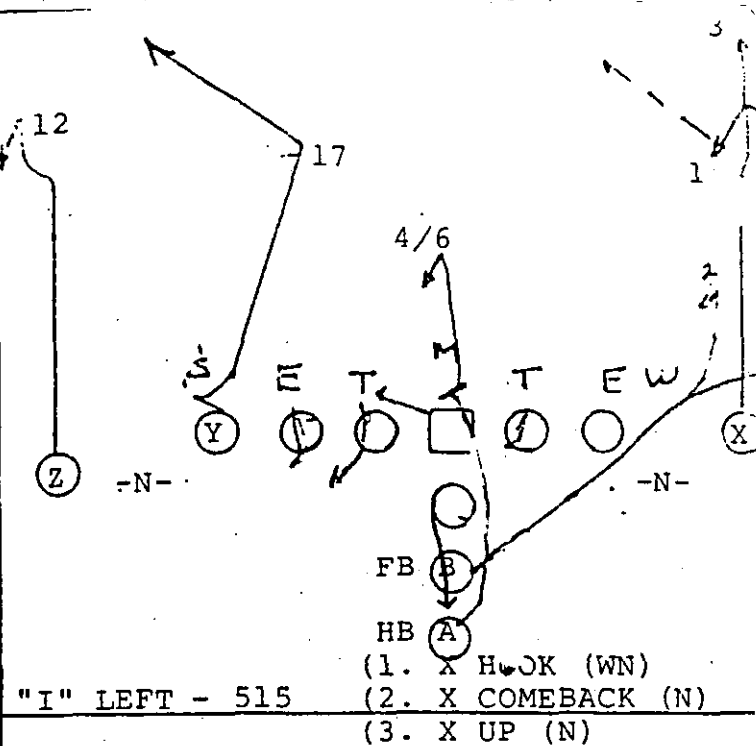


FAR (FULL) LEFT B-548 X CROSS

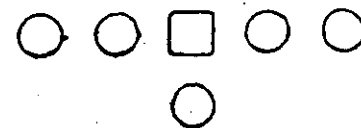
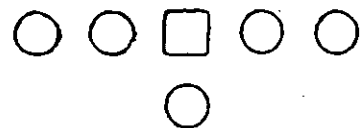
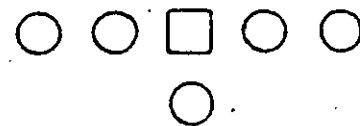
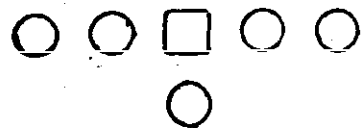




"I" RIGHT - 514

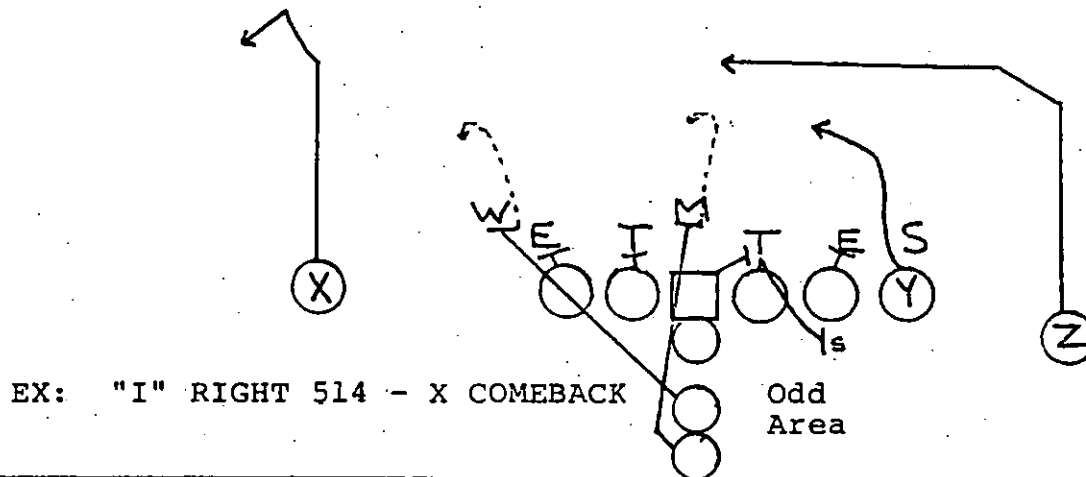


"I" LEFT - 515



Pass out of a running game fake with called routes to X-Y-Z-Slot, or combination crossing patterns. The Faking Back ("A" or "B") is responsible for Mike "dog", after good play fake, no "dog" - continue play fake beyond line of scrimmage as outlet receiver. Remaining Back is responsible for outside linebacker "dog" (Sam or Will) TO side of hole number called (3rd digit). No "dog", continue beyond line of scrimmage as outlet receiver. Line will use aggressive/ODD AREA protection. The line is responsible for outside linebacker (Sam or Will) AWAY from hole number called (3rd digit). NOTE: "Y" can be called "HELP".

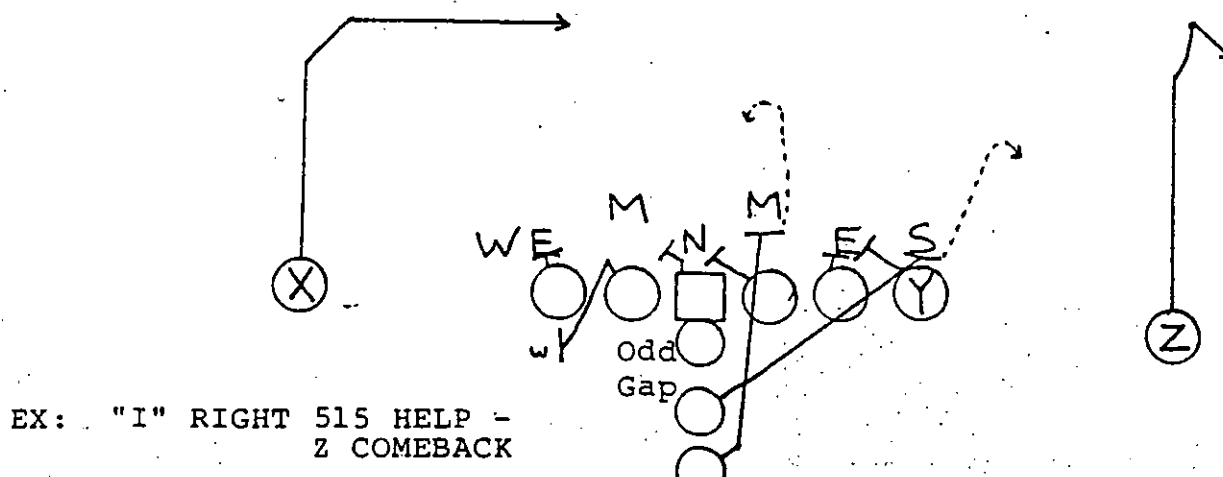
NOTE: Play Pass with "0" as middle digit is DRAW Fake.

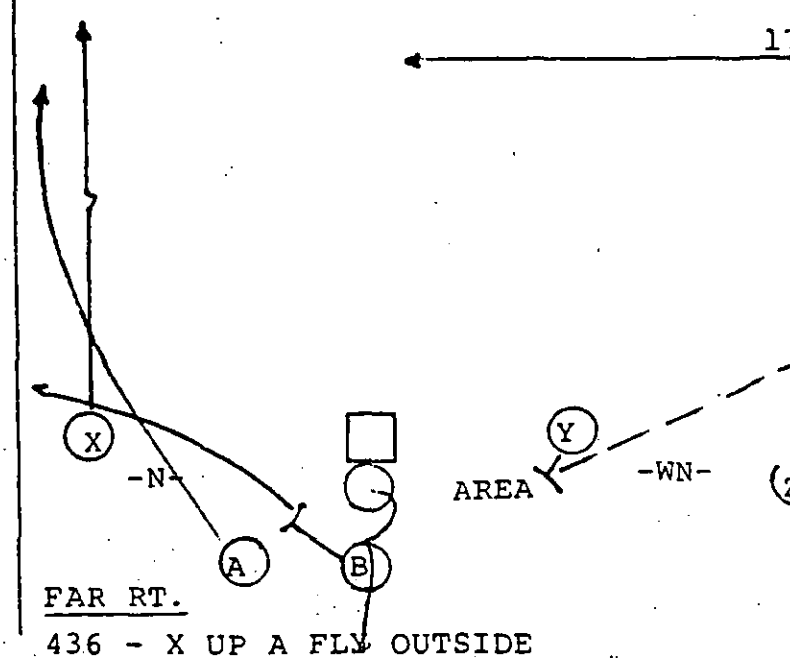
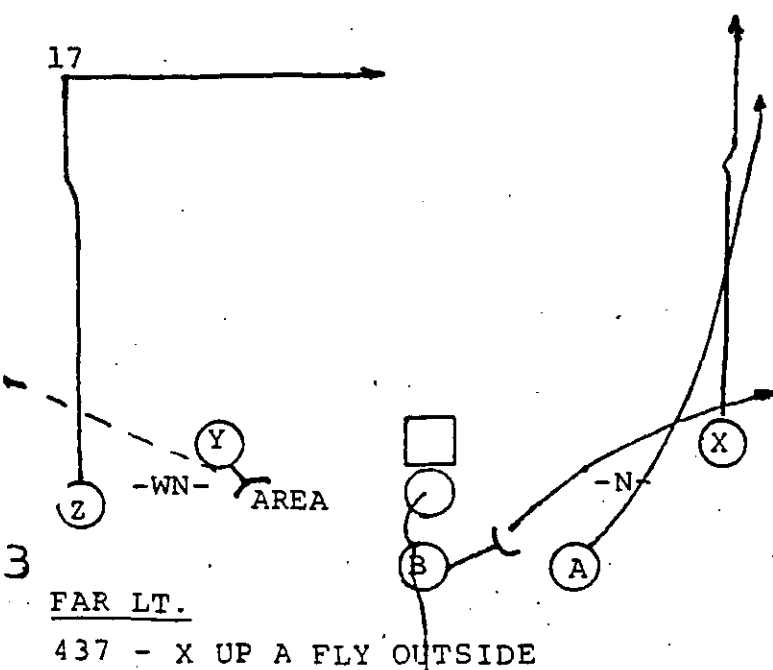
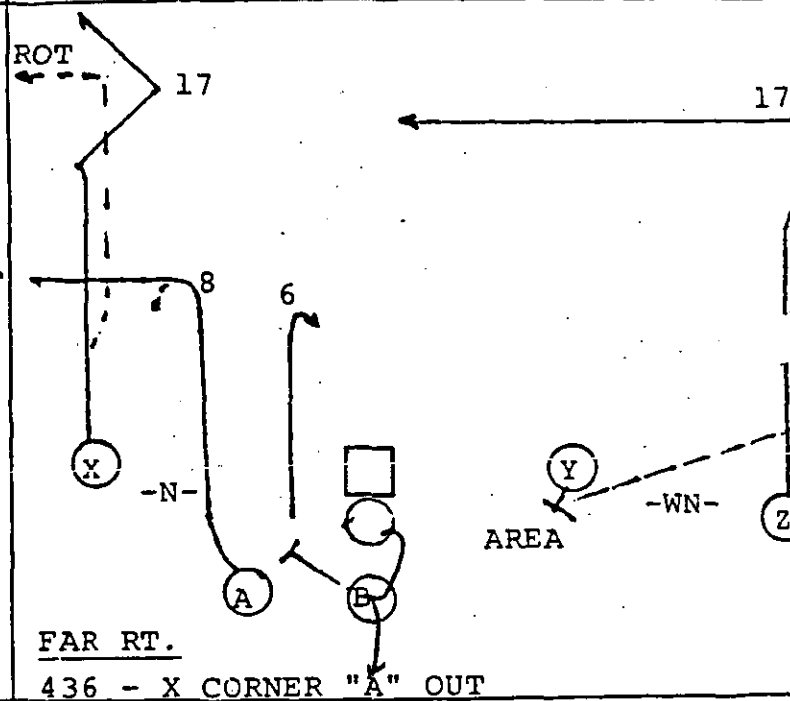
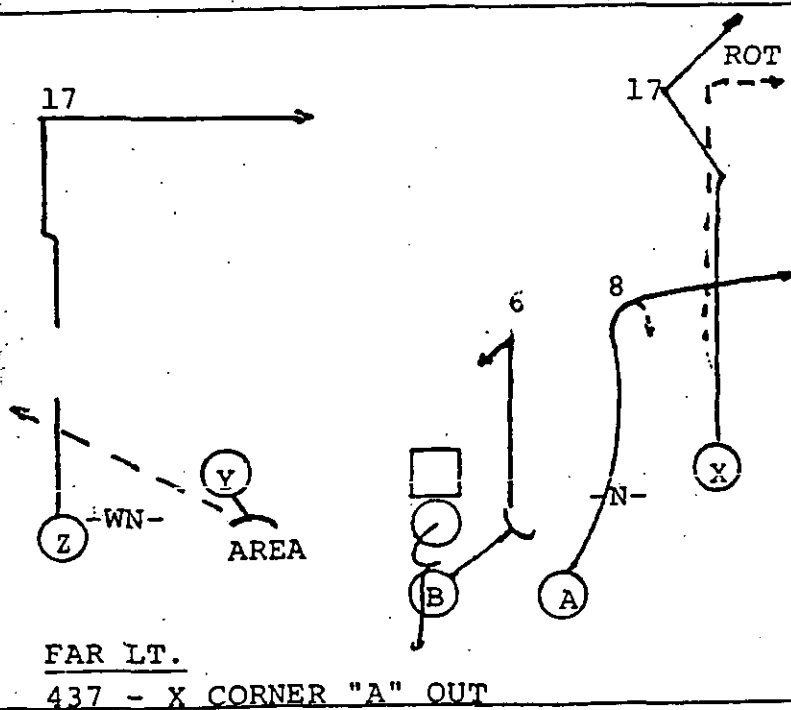
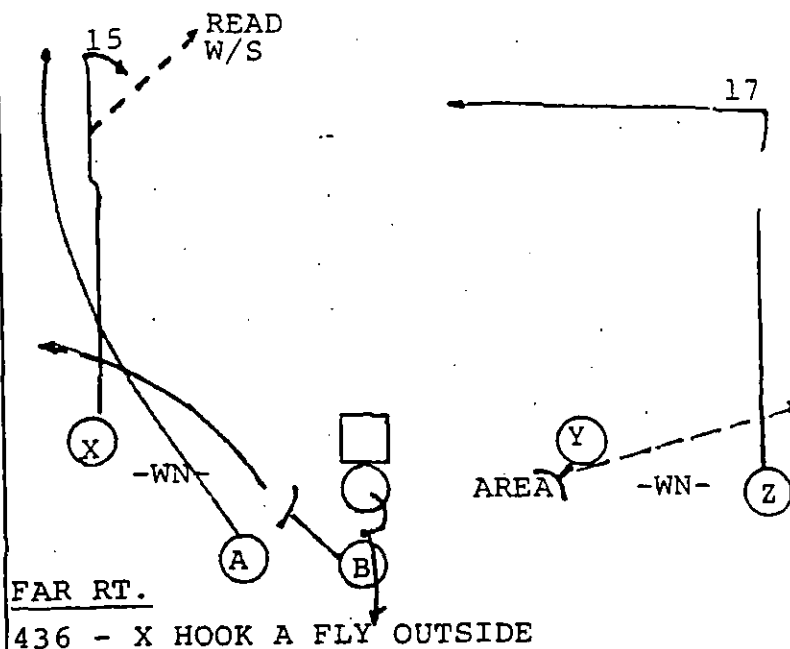
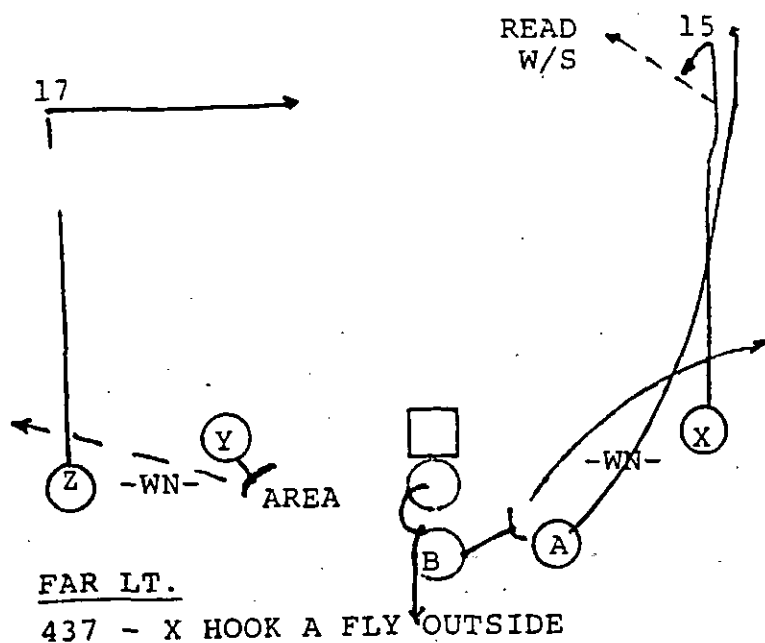


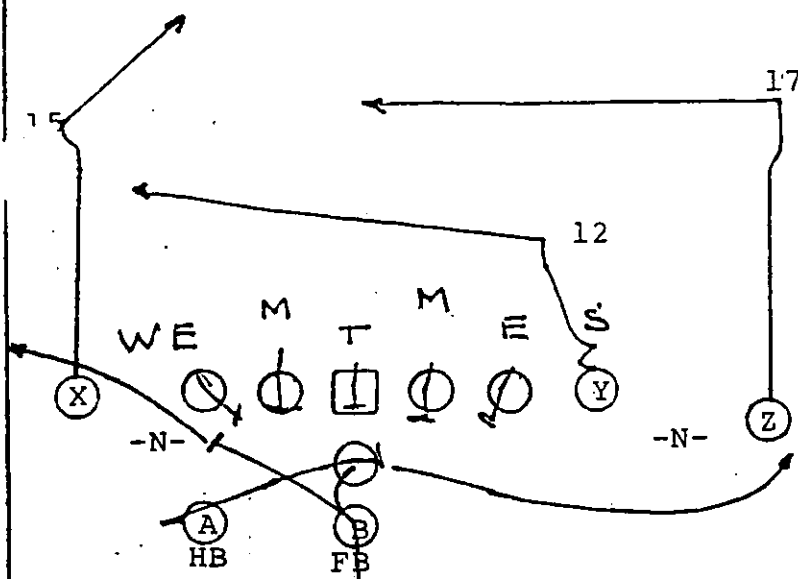
500 PLAY PASS PROTECTION

(VS. 3-4)

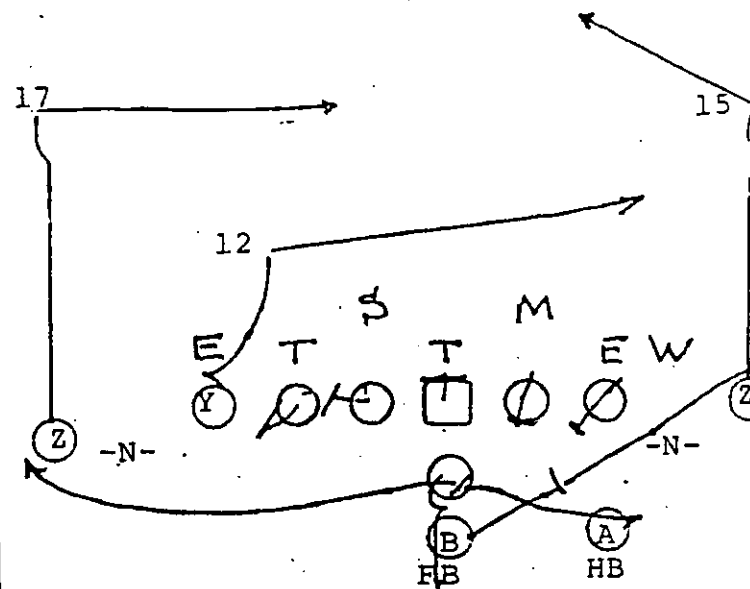
Pass out of a running game fake with called routes to X-Y-Z-Slot, or combination crossing patterns. The Faking Back ("A" or "B") is responsible for Bubble Backer (Mike or Mac) TO side of hole number called (3rd digit). The Remaining Back ("A" or "B") is responsible for outside linebacker (Sam or Will) TO side of hole number called (3rd digit). Line will use aggressive/"Odd Gap" Protection. The line is responsible for Bubble Backer (Mike or Mac) and outside linebacker (Sam or Will) AWAY from hole number called (3rd digit). NOTE: "Y" can be called "HELP".



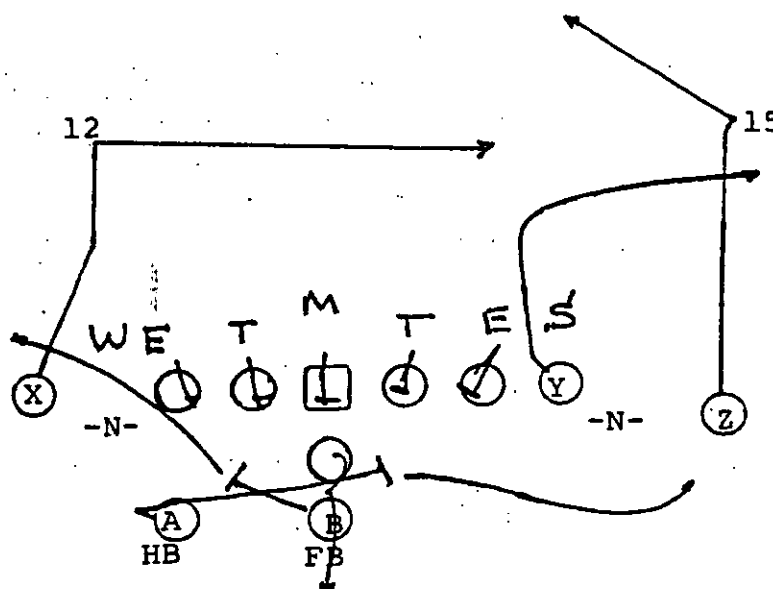




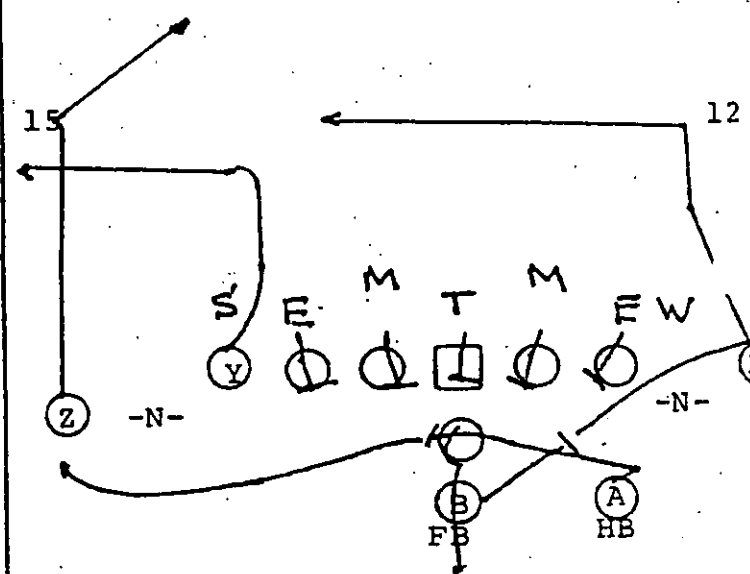
FAR RIGHT 429 - Z IN



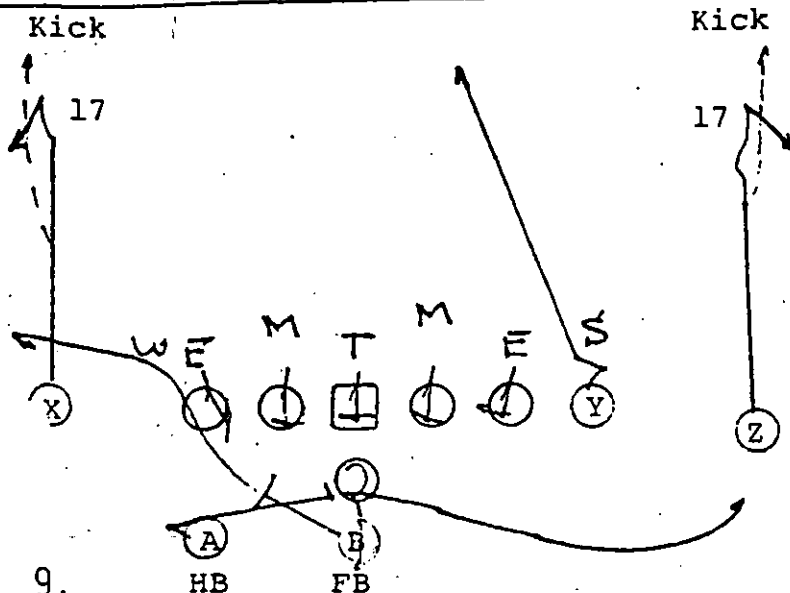
FAR LEFT 428 - Z IN



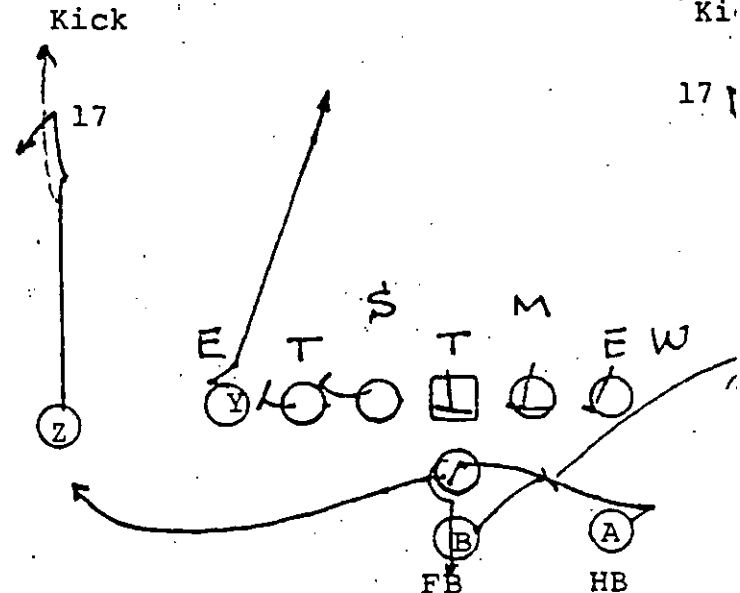
FAR RIGHT 429 - X CROSS



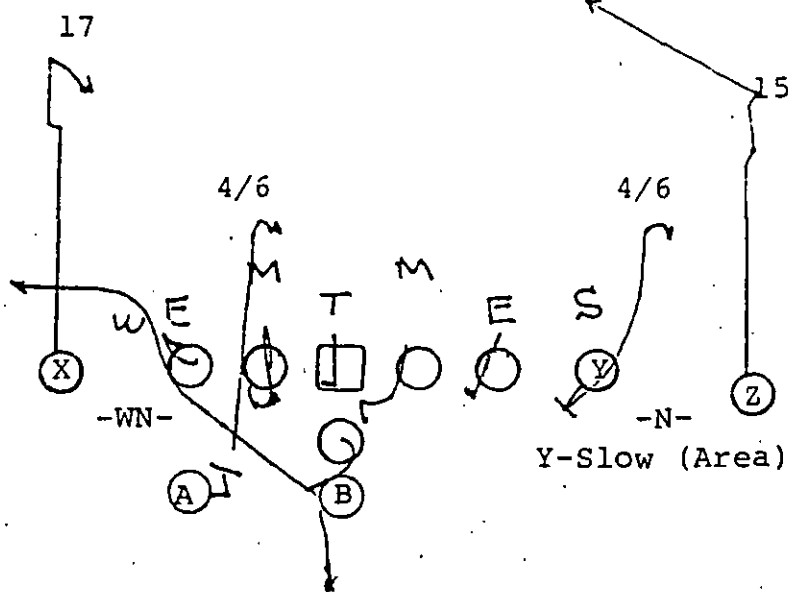
FAR LEFT 428 - X CROSS



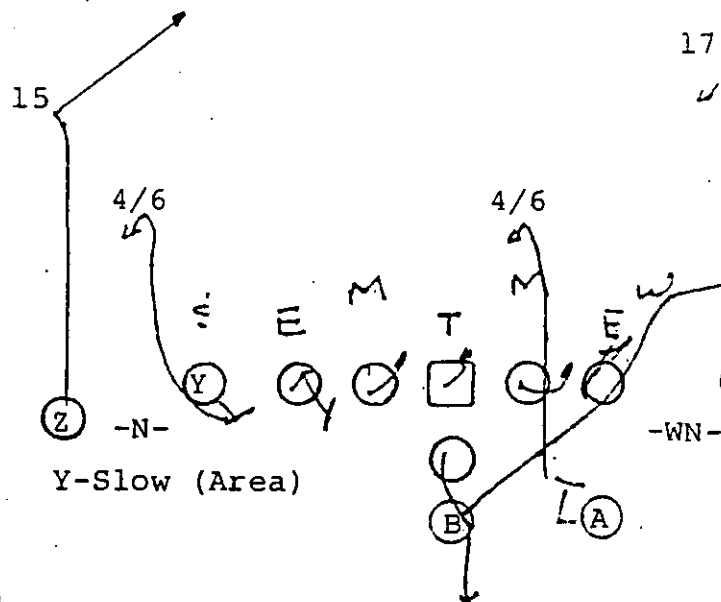
9. FAR RIGHT 429 - X-Z COMEBACK



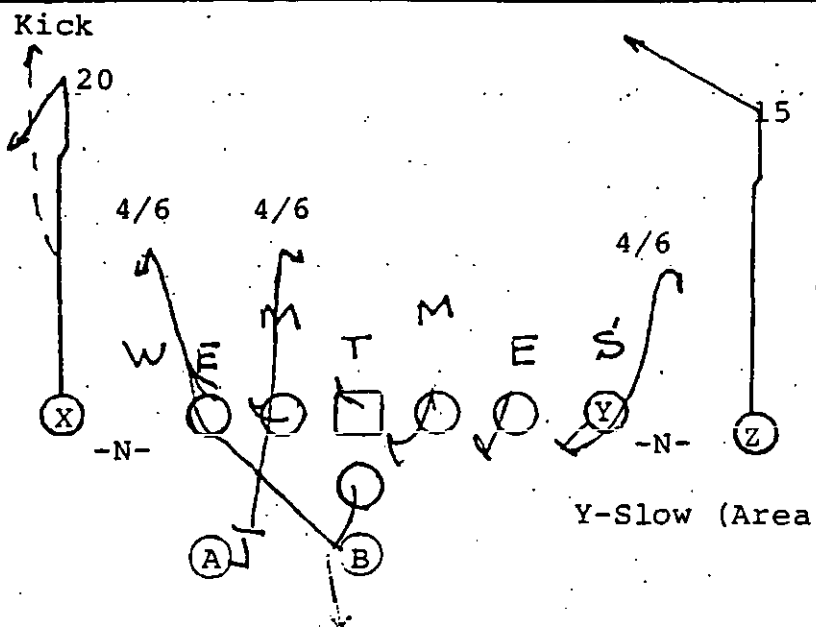
FAR LEFT 428 - X-Z COMEBACK



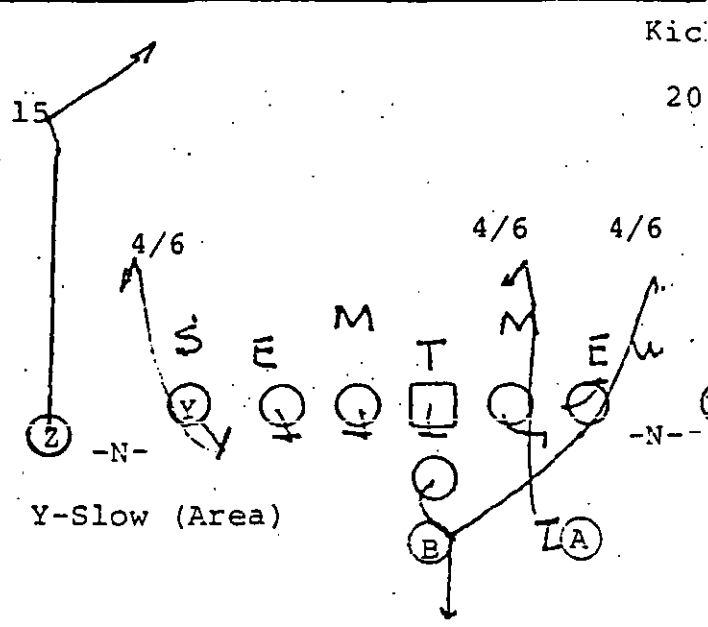
FAR RIGHT 404 LAG - X TURN



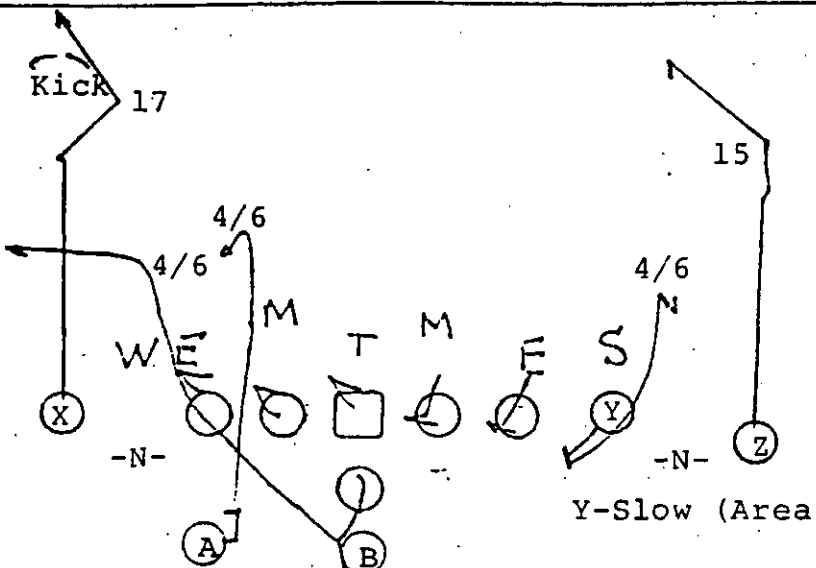
FAR LEFT 405 LAG - X TURN



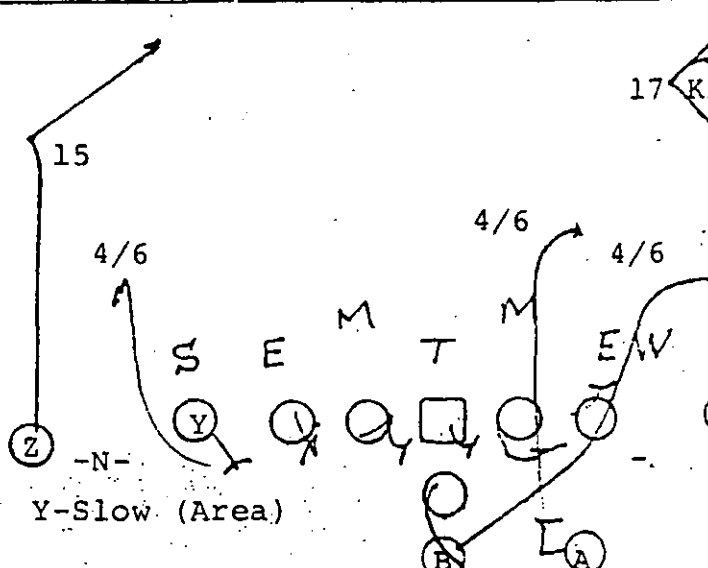
FAR RIGHT 404 LAG - X COMEBACK



FAR LEFT 405 LAG - X COMEBACK

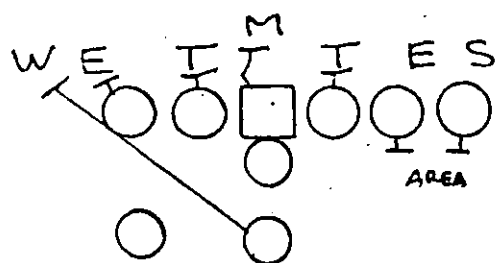


FAR RIGHT 404 LAG - X CORNER

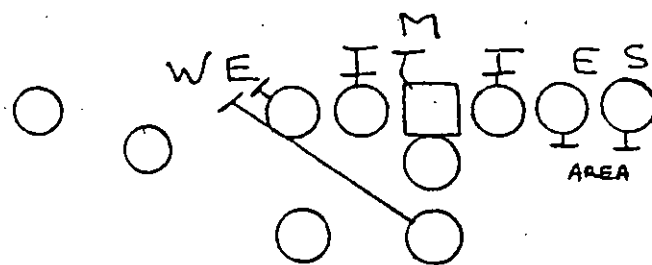


FAR LEFT 405 LAG - X CORNER

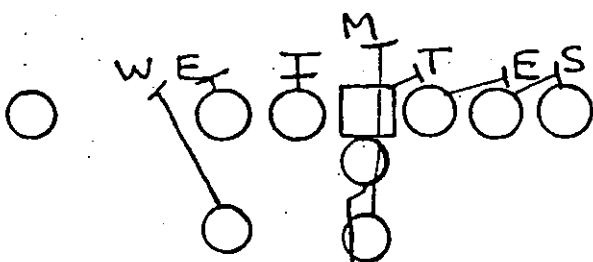
FAR RT. 436 - Z CB



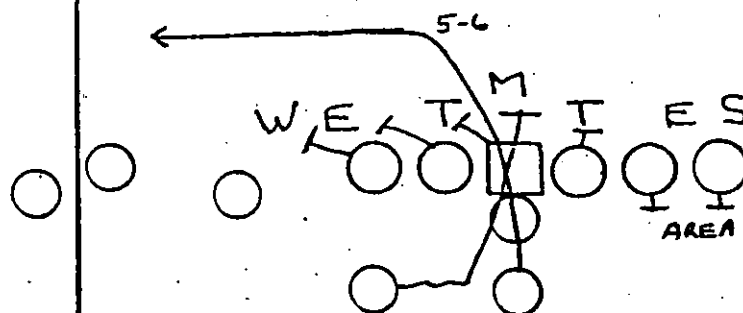
FAR RT. SLOT 436 SLOT & X TURN - A FLAT



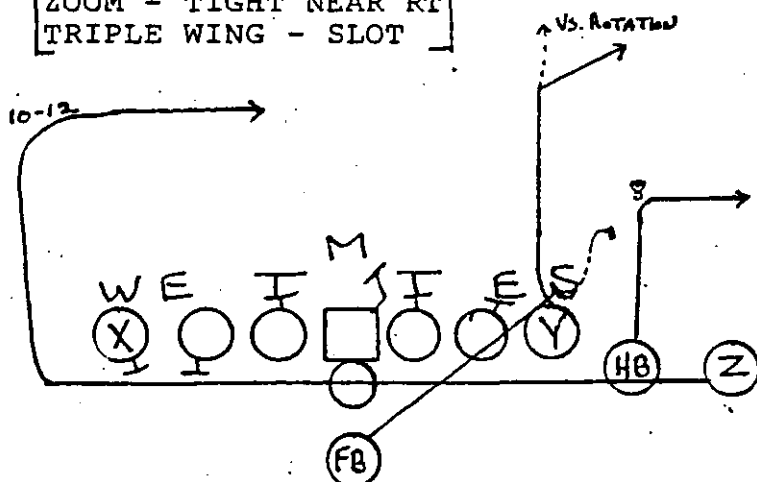
FAR RT. 431 ISO Y SHORT - Z GLANCE



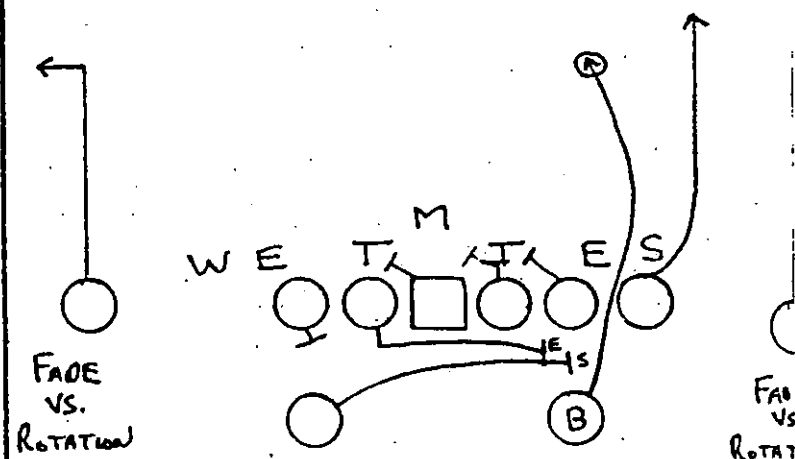
FAR RT. SLOT - 404 LAG ISO - SLOT DRAG



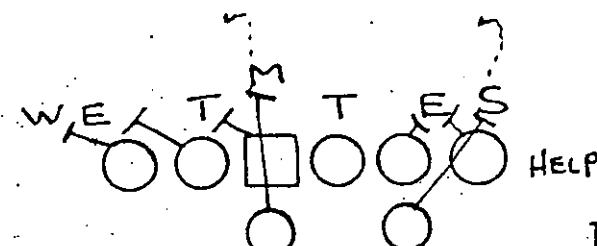
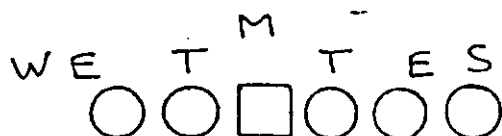
437 Y CORNER - HB OUT
[ZOOM - TIGHT NEAR RT
TRIPLE WING - SLOT]



FULL RT. - 445 TRAP - B POST (FLY)



NEAR RIGHT SLOT -
432 ISO HELP-SLOT SHORT - X GLANCE



FAR RT. - 436 - 2 CB

W E M S

AREA

A hand-drawn diagram illustrating the concept of 'AREA' in a sequence. It shows a series of circles and a square, with arrows indicating a path that loops back to the start. The word 'AREA' is written below the circles.

FAR RT. - 431 ISO - Y SHORT-Z GLANCE

FAR RT. SLOT - 404 LAG ISO - SLOT DRAG

The diagram is a hand-drawn schematic of a slot drag circuit. It features a vertical line on the left with a switch labeled 'C' at the top. A horizontal line branches off to the right from the vertical line, labeled '5-6'. This horizontal line passes through a switch labeled 'C' and then splits into two parallel paths. The upper path contains a switch labeled 'M', and the lower path contains a switch labeled 'I'. Both paths converge and lead to a switch labeled 'M', which then leads to a switch labeled 'E'. The circuit terminates at a switch labeled 'S' with the word 'AREA' written below it. There are also some additional circles and lines at the bottom of the diagram, possibly representing a ground or another part of the circuit.

"I" RT. - 430 DO. ISO - X GLANCE

W E M I M E S

FAR RT. - 431 DO. ISO Y SHORT - Z GLANC

[illegible]

NEAR RT. SLOT -
432 ISO HELP - SLOT SHORT - X GLANCE

A hand-drawn diagram of a slot machine layout. On the left, a vertical line has a horizontal branch with two circles below it. An arrow points from the top of the vertical line towards the right. In the center, a horizontal row of symbols is shown: a circle with 'W' above it, a circle with 'E' above it, a square with 'I' above it, a circle with 'M' above it, a circle with 'E' above it, and a circle with 'S' above it. Dashed lines with arrows point from the 'E' and 'S' circles to the word 'HELP' written at the bottom right. Another dashed line with an arrow points from the 'I' square to the word 'HELP'.

On T Defensive End

On G)

) Covered - Defensive Tackle

C)

) Uncovered - Will

Off G)

Off T #2

